BATMAN P 52-53

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CD-ROM CD-i

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Coming Soon
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32-bit
Whether you pray at the bloodied alter of Sonic, or sacrifice small, harmless animals to the great god Son-y, all the latest software is waiting here for you in one easy to digest lump of words and pictures
P 23

Letters
Hey, we respect you. If it wasn't for you guys we'd be out of jobs, then we'd have to save our dole money to buy our software. In fact, we love you so much we want to hear from you. And here's where it happens.
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The Beatles (ask your parents) needed it, but then they didn't have CVG. If it's games, hardware or embarrassing membrane itches, write in, let us know and we'll try and sort you out.
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Our usual inaccurate and pitifully hopeful guesses as to what you'll be reading about in the next issue of CVG. You never know, we might have got it right for once (fat chance).
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More shots and latest info on what promises to be one of the flagships that Sony Psygnosis believe will lead the PlayStation to global domination by the end of the year.
P 24

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VIRTUA STRIKER

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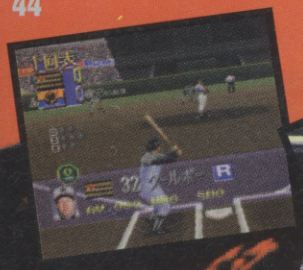

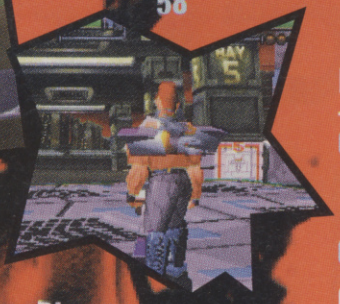

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Saturn Survivor's Guide

The Saturn's launched and on the shelves right now! We give you the low-down on the hardware, rate the current software (which has changed from the import versions) and give Sega a hearty pat on the corporate back for starting the next-gen race two months early.
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Destruction Derby

You've never seen a driving game like this before! Check out our massive showcase on what could well turn out to be one of the games of the year – if not the decade!
P 15

Primal Rage – all formats

What other magazine brings you big-name games like this on SEVEN formats? Check them all out and see how the one for your machine is shaping up against the others.
P 70

COMPUTER AND VIDEO GAMES

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news from t

'Kin 'Ell, Kinder Launch

Fresh from shocking the industry with an unannounced early US Saturn launch, Sega have further rocked the gaming community by pledging to launch the UK model inside Kinder Surprise chocolate eggs. Coming complete with Taiwanese construction instructions on a little scrap of tracing paper the UK Saturn is bundled with one joypad, Virtua Fighter and extra-milky chocolate. It's three wishes in one!

Gratuitous Pamela Picture

Temperamental games character Miles 'Tails' Prower has landed himself in trouble again, this time getting himself arrested for being Drunk in Charge of Two Tails. The hellraising former brat-pack games star hit the skids after Knuckles the Echidna, playing Pam Anderson to Tails' Erika Eleniak, proved more popular with players of the Sonic series. Tails' mum says he's in for a spanking when his dad gets home.

WHERE ARE THEY NOW?

This month: ALEX KIDD

Aah, the 16-bit games boom. Like Hollywood's heyday this was an era which used up and spat out stars like so many incontinence pants in an old folks home. But no story is sadder than that of ex-Sega mascot Alex Kidd, the man used to launch both the Master System and Mega Drive with his peculiar brand of jug-eared juvenile charm. As happens with many child stars, the onset of puberty was the end of Alex's career and he was swiftly replaced with the sleeker Sonic the Hedgehog.

Alex himself takes up the story. "Having great big jug ears and a bowlhead haircut as well as acne and a quavery breaking voice I just didn't fit in with the sleeker 16-bit crowd like Bubsy and Cool Spot. Once the money ran out I didn't know what to do – games were my life. So in the end I turned to crime – smuggling illegal Game Boys into Segaland inside my mammoth lobes. One day Sonic the Hedghog found out. Not content with ruining my career, he immediately grassed me up. I was banned from appearing in cartridge games for life."

Let this be a lesson to you readers – don't be a pretend games character.

***READERS** – Are you curious as to the whereabouts of your favourite old games character? Well here's your chance to find out if they've gone on to better things or are languishing in the games gutter. Just pop your query off to us marked WHERE ARE THEY NOW? at the usual address.*

RIAL

he front

Nin on time

Nintendo's pledge not to launch Ultra 64 until they have enough quality games to support the machine, a move commended by consumer watchdogs. Indeed, so pleased are Nintendo with this favourable reaction that they've postponed the UK street date until September 27, 2061 a move applauded by pundits.

Eco the console

The environment-conscious 3DO company have taken a step towards eco-friendliness. "Traditional plastic consoles use billions of gallons of oil and other non-renewable pollutant materials to produce," said a 3DO spokesperson. "Instead, we're going to house the M2 chip set in a giant Brazillian rainforest mahogany tree to cut down on ozone and that." Atari have since claimed Jaguar 2 will be mounted on high-quality balsa wood.

WHAT'S YOUR PROBLEM?

Life eh, readers? Can't live with it, can't live without it. Well, that's strictly true. You can't live without it, fair enough, but you basically *have* to live with it, like it or not. Bearing this in mind, we thought we'd extend a helping hand to those of you with worries, so we recruited our old pal Nice Guy Mike to run his very own problems column on this very page. If you've got something bothering you, pop it in a letter (as long as it isn't catching) and post it to NICE MIKE at our usual address. If no-one bothers we'll just make some letters up.

You What?

Mortal Kombat 3 has recently been voted the goriest thing in the world.

A What? **magazine survey placed Mortal 3 above a hedgehog that's been run over, global war and an episode of Casualty in which a man put a garden fork through his foot in a chart of very gory things.**

people bits

Being the small-minded and superstitious crag-faced villagers we are, we've drafted expert astrologer Rissole Grunt (no relation to Russell Grant) in to read us out horoscopes this month, in an effort to avoid the pitfalls of such a strenuous job as ours.

mark

You stand to face a moral crisis this month when an Arsenal vs The World football match coincides with the International Free Pie Festival. Avoid confrontation by eating as many pies and cakes as possible during work hours before nobbing off to the footie early. Which is your usual trick.
Lucky sauce: brown.

gary

A month of excellent weather, of the laughs and whoops of playful children, of the beautiful bounty of nature, lies ahead. So your best bet is to stay in bed. Otherwise you may find yourself in an uncharacteristically cheerful mood which could stall your pointless and inhumane experiments on live animals
Lucky slang: word up, homie

rad

Participation in a charity slow bicycle race will cause you to be late for work this month. Well, that'll be your excuse anyway. Other excuses you'll use to avoid getting the sack are 'My train was late', 'Time is entirely relative to perception and I am in fact 23 years early' and 'I spent an hour trying to think of an excuse as to why I'm late'. Lucky TV presenter: Judy Finnegan

si

Weep and tremble, mortal, for this is the month from hell. Your previously easy initiation into the CVG crew takes a nasty turn for the worse as you are completely brainwashed. A series of injections and total sensory deprivation will rob you of your intellect, whilst a tape of someone playing Sonic the Hedgehog over and over again is blasted into your ears until you are a drooling games slave. Still, it could be worse. Lucky sharp thing: pin.

julie

As the living incarnation of evil you receive a fairly cushy ride throughout the events of the next four weeks. However, this is no time to get complacent. Make sure you shout at everyone – even if you're just asking if anyone wants a cup of coffee (which you've put flies in). Also remind yourself to slap innocent children. Before cooking them Lucky currency: groat

trea

Antipodean as the day is long, it's more than likely that you'll do everything backwards this month. Except the things you do upside down. This will either lead to a revolutionary new look for CVG or you being shipped back to a land of giant poisonous spiders, weak beer and odd rocks which change colour. And bloody Neighbours.
Lucky engine component: spark plug

connected

the wired-up gaming news section

In the month that Sega

JVC go on aggressive new

launch their new super

games launch policy, which

Saturn console, there's

includes new beat-'em-up style

news of Theme Park

flight sim plus an RPG, a Doom

and a new Virtua-style

style shooter and a Mario-style

boxing game to be

racer, all bound for the new

released for the

consoles. And finally news of

machine. For more

Rocket Science's Cadillacs &

news on the Saturn

Dinosaurs and a World War One

launch then turn to

flight sim that looks, like, cool.

pages 30 to 35!

FLIGHTS OF ULTRA FANCY

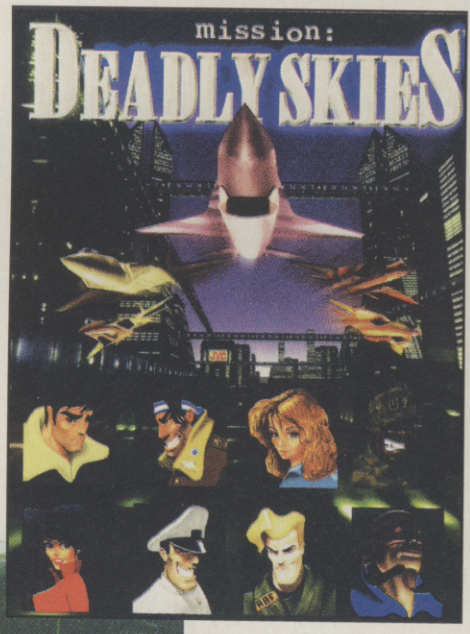
The Nintendo Ultra 64 may have been delayed, but worry ye not Nin' fans because plenty of top notch software is currently in development for the 64...

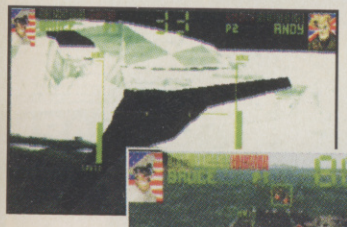
Although it's as yet unconfirmed, CVG has heard through the games grapevine of an entire squadron of aeronautical capers being flightpathed to land on Nintendo's super console.

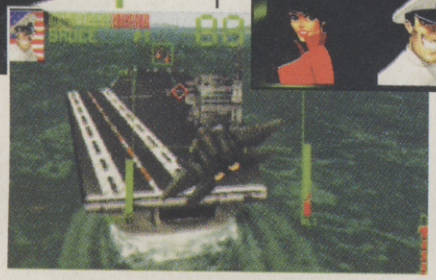
Even though the Nintendo Ultra 64 has been delayed on runway three for a few months, Virgin are set to transfer their photo-realistic Flight Unlimited on to the 64. Ocean's flight simulation experts, DID, are also due to convert their sequel to TFX – Eurofighter 2000 – to the Nintendo super machine. Meanwhile rumour has it that flight-sim kings Spectrum Holobyte's forthcoming Top Gun film licence should get the Ultra treatment too.

SUPERFLY SHODOWN

Now here's a novelty – JVC are applying now-familiar beat-'em-up ideas to an entirely different genre altogether. Deadly Skies is the name of their new flight simulator which pits the player one-on-one against a single other fighter. Each of the characters (and their plane) has their own special moves, such as cloaking devices and horizontal spins and the like, plus backgrounds, cityscapes and jungles. Available in America this autumn, versions of Deadly Skies are planned for Saturn, 3DO and PC CD-ROM. Rest assured that we're keeping a close eye on this one.

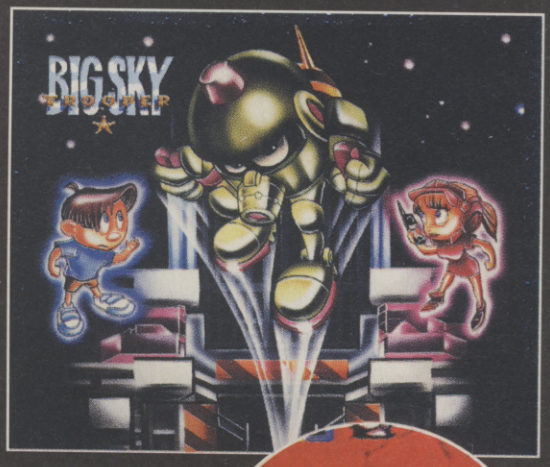






JVC's new flight simulator is a flight sim with vive la difference – the various craft and pilots all have special moves, adopting an almost Street Fighter approach!

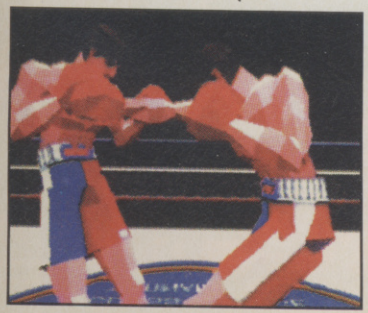
BIG SKY TROOPER

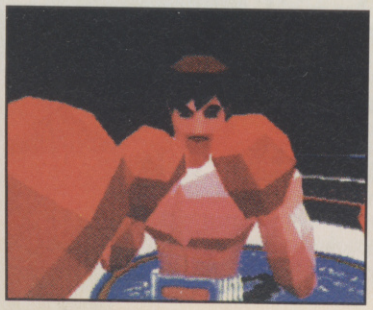


The SNES has a good selection of isometric RPG things, and JVC are scheduled to bump up the total by one. Big Sky Trooper is the name of the game, and it stars you as a cute-looking little robot on a quest to save the universe from the evil Slug Lord. That's about all we know about it as yet, but the graphics (as you can see) look quite pleasant, and we'll be sure to tell you more about it closer to the (autumn) release date

BIG BAD BOXING FOR THE BIG BLACK BOX

Prospective Saturn owners jealous of the rather smart 3D PlayStation beat-'em-ups in the offing should check out these shots of Center Ring Boxing. A polygon-mungous pugilism pageant, Center Ring promises to provide Virtua-esque camera angles, loads of replays and, obviously, a huge element of hard core violence. Looks brutal and we'll have a review for you in a few months.

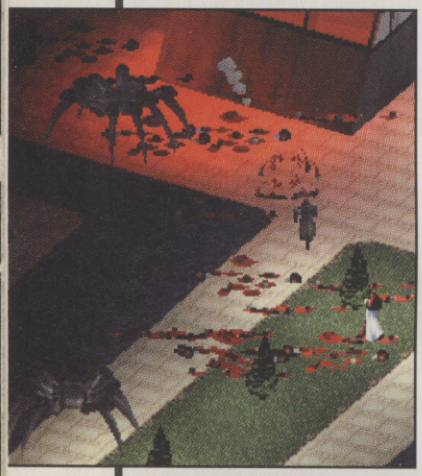




PLEASE FORGIVE US

Anyone who rang the Williams number we ran in last month's issue will probably have been greeted by an irate programmer – that's because we accidentally printed the direct line to William's development department. We'd like to apologise profusely to everyone – especially Williams who had to change their direct line number. Oops. The person responsible for the mistake has now been beheaded. And Rad looks a damn sight better for it.

WAR WE WANT



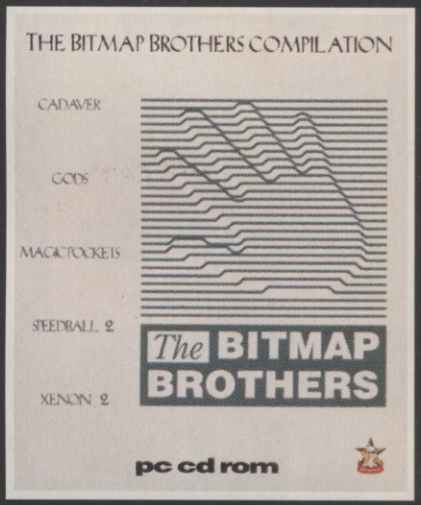
The follow-up to Bullfrog's Blade Runner-ish guts-'n'-gore game Syndicate is locked, loading and ready to run on PlayStation.

Syndicate Wars, as it's known, retains the original theme of little blokes from big corporations running around shooting each other, but now brings in all kinds of extra gameplay features, including letting you blow chunks out of buildings with an assortment of excellent, and deadly, new weapons. Watch out for this one before Christmas.

TOP JACKET TO BE WON!

WIN!

Aah, summertime is with us once again, and we all know that means. Yep, it's going to wee it down for several months and leave the (once again) unprepared British public sodden to their skins. But you can avoid this sort of misery with another amazing CVG competition. This time it's those friendly types at Warner Interactive Entertainment footing the bill, and they've graciously supplied us with a lovely jacket to publicise their forthcoming Bitmap Brothers compilation which we're sure is going to be ace. Worth £150, apparently, this jacket comes complete with two sleeves, a back and a front for all-over body coverage and it could yours FOR FREE if you can answer the following question – **The Bitmap Brothers aren't really brothers.**



Which of the following are also not really brothers?
A: The Chuckle Brothers
B: Bros (after Ken left)
C: The Brotherhood of Man
Pop your answer on the back of a postcard with your own name and address and send in to EXPENSIVE JACKET COMPETITION, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU to arrive before the 7 August.

CROW 2 GAME AHOY

The Crow – that was an ace film, wasn't it? And wouldn't it just have made the best video game in the history of the world? Well, sadly it didn't, but fret not for Acclaim, those perennial masters of the licence, have just snapped up the rights to the sequel The Crow: City of Angels. The game is being developed alongside the movie, sharing staff in fact, thanks to an agreement with prolific producer Edward R Pressman. Whilst it's unclear as yet what form the game will take, Next Gen formats are likely to include plenty of digitised footage of Vincent Perez, the man filling the formidable boots of the sadly departed Brandon Lee. Frankly, we can't contain our excitement over this one, and if it's handled right this could be one of the hottest titles you'll ever see. And, on a Pressman tip, Acclaim have also started work on an interactive version of The Mutant Chronicles, Pressman's forthcoming "futuristic action thriller". Nice one.

THEME PARK ON SATURN

Much as the idea of a real theme park on Saturn is an appealing idea, as you might have guessed, this is the console and not the huge ringed planet which resides just the other side of Jupiter.

From October, Saturn owners will be able to control their very own theme park making all those command decisions like cleaning up vomit from pathways and mopping up the wee in the blocked toilets, courtesy of Electronic Arts.

As light relief and all round graphic jollity, the Saturn version will contain the animated ride sequences that featured in the PC CD-ROM version and allowed players to view their creations in full life-like rainy-day-in-Blackpool splendour.

EVERY MORNING AND EVERY EVENING I CLEAN MY FACE WITH **OXY DAILY FACE WASH.** IT CLEARS MY PORES OF ALL THE GREASE AND MUCK THAT CAUSES SPOTS. AND BECAUSE IT'S MEDICATED IT **HELPS TO KILL THE BACTERIA** THAT CAUSE THEM. LET'S FACE IT. I DON'T WANT SPOTS MESSING UP MY LIFE.

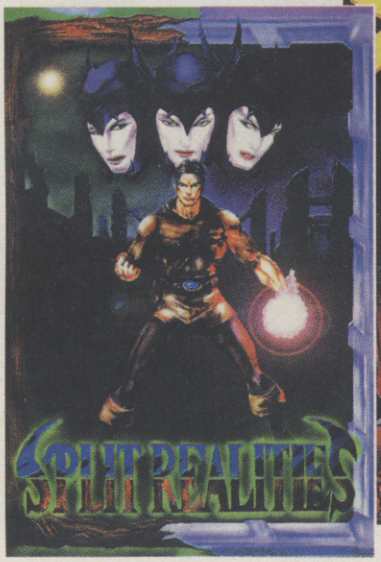
SPOTS? OXYCUTE 'EM WITH OXY 10!

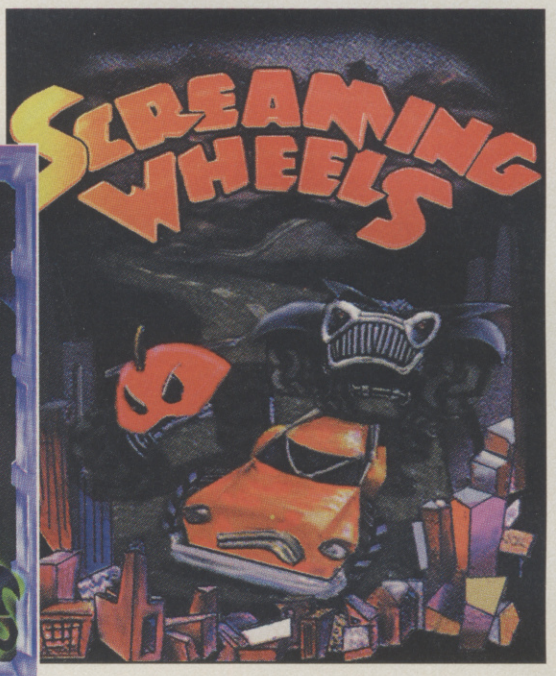
OXY 10 TREATMENT FOR SPOTS CONTAINS BENZOYL PEROXIDE · ALWAYS READ THE LABEL · OXY AND OXYCUTE 'EM! ARE TRADE MARKS.

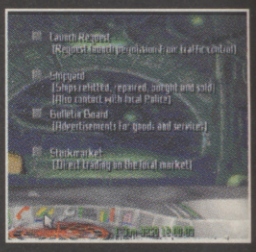
JVC IN 'LOADS OF GAMES' SHOCKER

Good old JVC – we love them. Not content with bringing out all the other lovely games detailed elsewhere, they've got a bunch of others on the boil.

First up is Split Realities, an action-heavy fantasy RPG full of puzzles and rather groovy monsters, which is scheduled to hit the Saturn and PlayStation this year. Saturn and 3DO owners should start salivating over Varuna's Forces, a mix of strategy, simulation and Doom-style shootery, all set in the delightful surroundings of space, and it looks wicked. Finally there's Screaming Wheels (provisional title), a Mario Kart-style racing derby which pits your tooled-up motor against equally aggressive opponents (including boss cars!). Screaming Wheels is currently being programmed for Saturn sand PlayStation, with a tentative Christmas release date set for now.



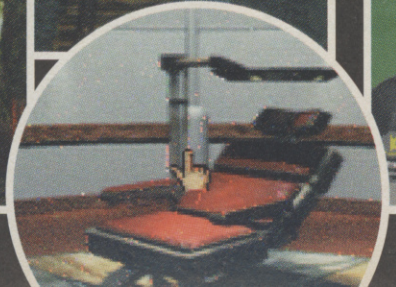




COMING SOON...

MYST
MEGA-CD
OUT JULY

Conversion of the highly acclaimed PC and Mac adventure. Surreal and very brilliant.

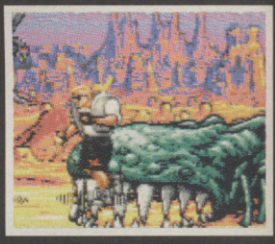


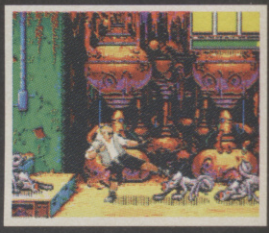
F1GP 2
PC
OUT AUGUST

Follow-up to one of the best race sims ever. Geoff Crammond returns to head the development.

COMIX ZONE
MEGA DRIVE
OUT AUGUST

Still not quite finished, but still looking totally superb. This could turn out to be a real winner.





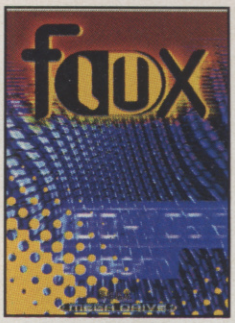
FLUFFED ENCOUNTER

Since Gametek's release of David Braben's supposed space epic, Frontier: First Encounters, the company has been flooded with complaints from disgruntled astronauts.

After patch disks were sent out because of a sound card problem, further bugs were reported via irate buyers on the internet. A great many PC users have complained of constant crashing and gameplay flaws since purchasing the product and subsequently First Encounters was withdrawn by Virgin Megastore's in many of its branches for a few days, while Gametek put the problems right.

In Gametek's defence another patch disk has been issued which they assure us rectifies any further problems. Anyone with any problems pertaining to Frontier: First Encounters should contact Gametek on 01753 553445.

NICE ONE, SORTED



Calling all druggy sons-of-Satan rave types – you may be interested to hear that the video visuals that will be used on the Pyramid Stage at Glastonbury have been produced with no other piece of kit than the critically beleaguered Mega-CD. And – even better – the program used to create these visuals will soon be available for your home machine (providing it's a Mega-CD, obviously), under the name of Flux. Linked to the audio output of the machine Flux creates visual images which react to the music currently playing. You can play about with the images all you like, and even splice video footage in, controlling the animation with your trusty joypad. We won't be able to review this properly, because it's not a game as such, but we'll be sure to tell you if it's any cop or not when we get a copy in. Or after we've been to Glastonbury (after the mag's gone to press in fact).

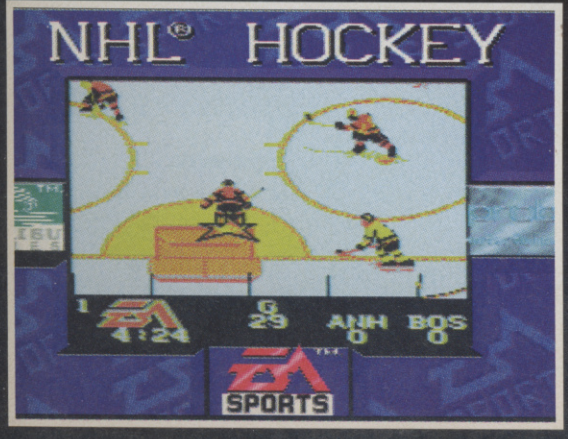
ROCKET SCIENCE, LOVE AND COCA-COLA

Rocket Science, those clever ex-Hollywood interactive multimedia geniuses (sadly responsible for Loadstar, which was crap) are back again. And this time they've brought their dinosaurs. And their cars, in the form of Cadillacs and Dinosaurs, a 3D shoot-'em-up affair based on the cult comic of the same name, which we revealed a few months ago. Sadly it was delayed quite severely, and is nearly ready for review. They've also got Wing Nuts, a World War 1 dog-fighting simulator, under their showbiz-style hats. Wing Nuts is probably the most promising of the two games, although they both look rather cool as you can see from these screenshots.

Rocket Science's Cadillacs & Dinosaurs and Wing Nuts.

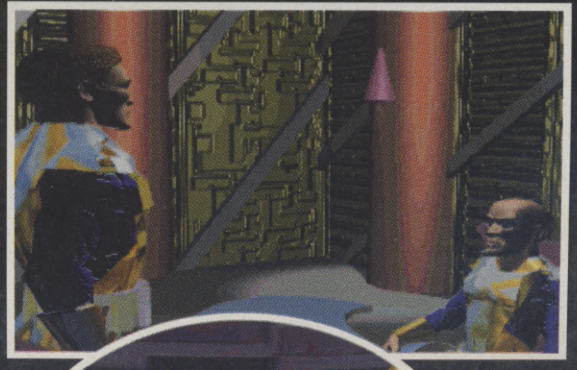
NHL HOCKEY '95
GAME BOY
OUT JULY

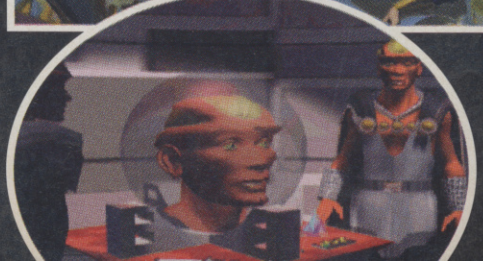
Converted from the Mega Drive original, THQ have retained the clear graphics and gameplay – even on the Game Boy.



STAR CRUSADER
AMIGA
OUT AUGUST

Head to the final frontier and try to get one over your enemies in this strategy-cum-sim space romp.





JUNGLE STRIKE
GAME GEAR
OUT JULY

A smart conversion of the brilliant 16-bit game. Full review desert storming your in next month's CVG.

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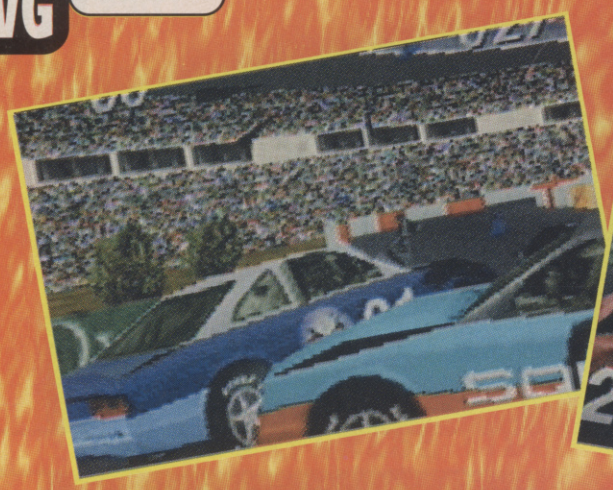
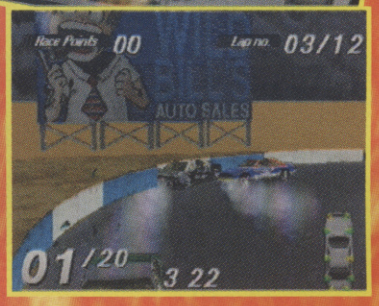
Destruction Derby

This is Destruction Derby. It's been a long time since we've been this impressed by a new title, and we're certain when you see the game running you'll be just as gobsmacked. In the mean time, turn the page to find just why we're raving about this game...

PlayStation



Set phasers to stun and increase to ramming speed in the hardest, fastest most brutal driving game you've ever seen!



PlayStation™

Destruction Derby

DESTRUCTION DERBY	
Developed by:	Reflections
Released by:	Psygnosis
Out	September '95

90% complete

No other versions planned

No other versions available

PLAYSTATION

THERE'S A BEAUTIFUL THING that happens when cars crash. It's the bit when the traffic pulls up at a red light then, in your rear-view mirror some stupid pleb in his tatty old Orion 1.6L (red) drifts right into your bumper at 30mph. This event is usually preceded by the recipient turning round and uttering 'Doreen, that bastard's going right up my backside'.

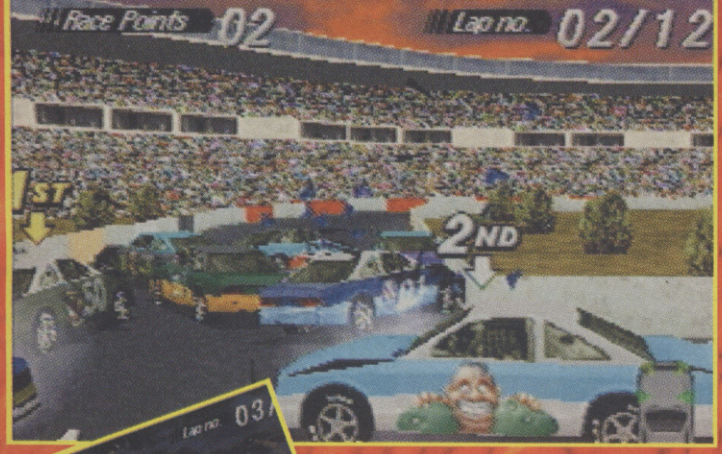
But that's what makes driving fun. It's the little unpredictable danger element and that special attraction that crappy old Fords have for shiny new motors that make it all worthwhile.

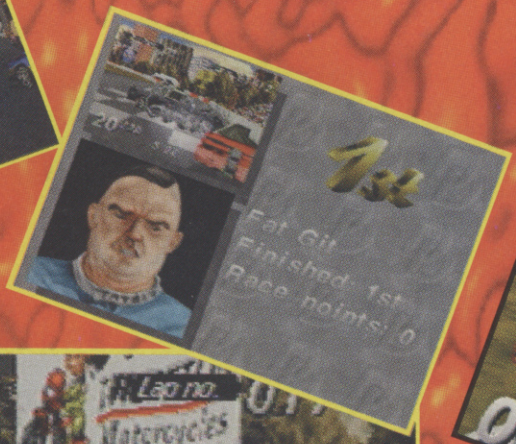
It's what Ridge Racer lacks, but it's what Destruction Derby's all about.

Destruction Derby is pure action. The aim's to take first place and take-out the other drivers by cutting them up, ramming them, forcing pile-ups and being the worst kind of nightmare driver imaginable. All this is presented with the most stunning visuals the PlayStation's yet seen. Sharper and more detailed than anything before and there's no slow-down, even on the 60% complete version we played!

RAM-A-LAMA-DING-DONG

As you plough your way through the course your car gets more and more smashed up in some of the most realistic crashes ever seen in a computer game!



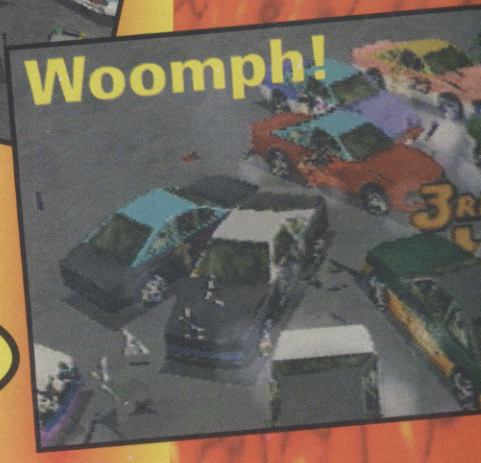


A few scratches, nothing much.

OK, so you've lost a bumper, it's not that bad.

Hey, who needs a boot any way?

So the engine's sticking out at a funny angle, what of it?

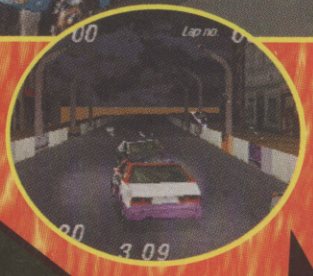


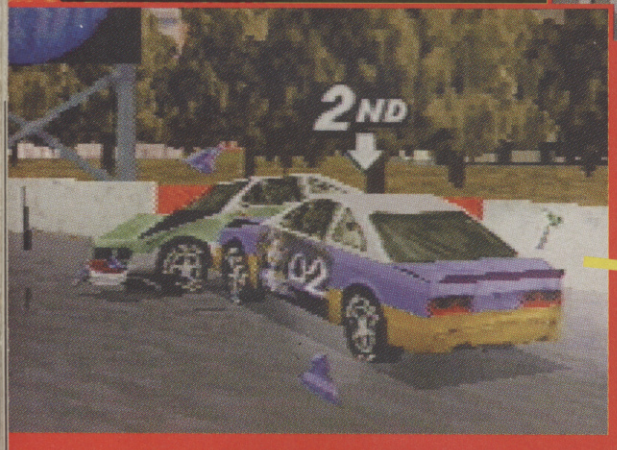
Proof that your car isn't indestructible. It's an Invacar for you, sonny.

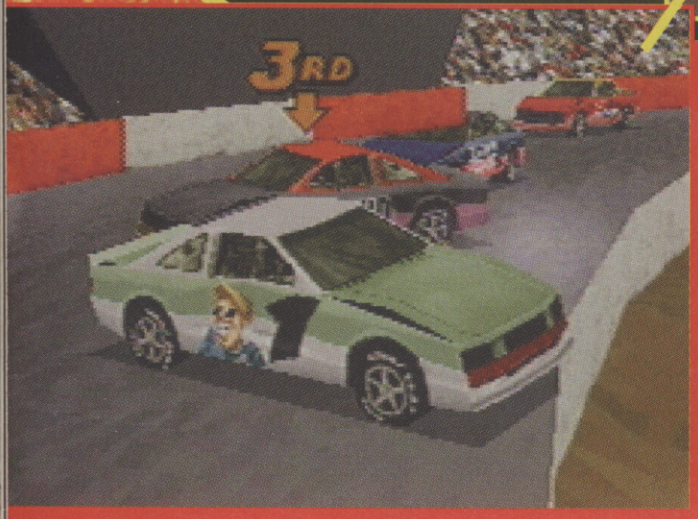
CRUMPLE ZONES

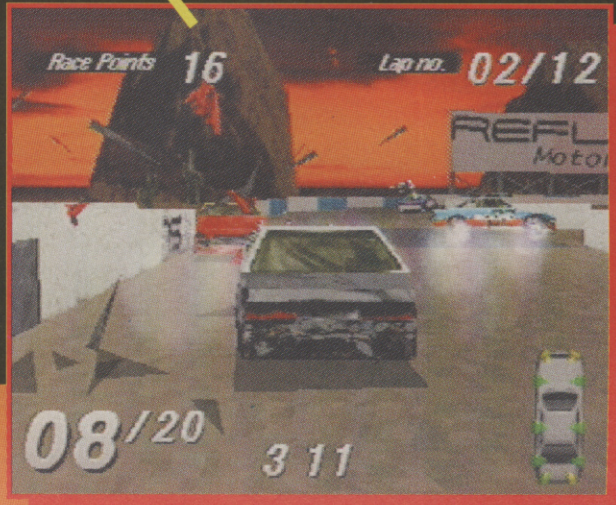
Like Daytona, your car pics up plenty of damage during the course of a race, but it's really taken to the extreme here. Your car has eight hit locations dotted around its exterior which steadily crumple up as you take hits. Naturally, having large chunks knocked out of your motor affects its performance, so stoving in the bonnet will slow you down, while hits to the side play havoc with your steering.

The best thing about all this smashing and crashing, though, is the graphical effects on the car. Rather then just jump to a frame which shows bits of your car mashed in, it goes through several stages, depending on how hard your car was hit. Above all, it looks flipping fantastic, even if a knackered-up car is harder to drive and there's smoke pouring out of the bonnet.







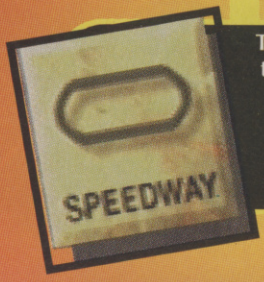


HORSES FOR COURSES

All the tracks in Destruction are designed to either a) let you smash into other cars easily, or b) let cars smash into you without you knowing where they're coming from.

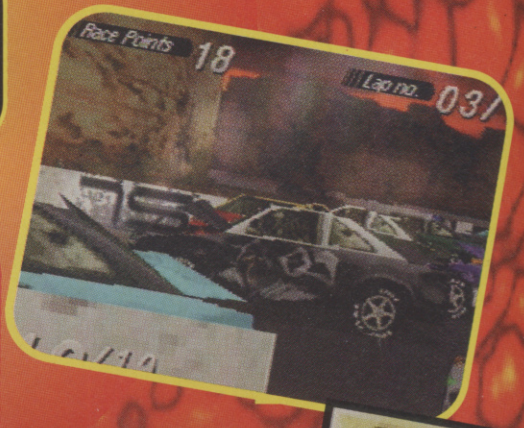
Not much racing potential here, the winner is simply the last car moving after an out-and-out pile-up.

Meg Mortimer and David Hunter take the wheel in a celebrity appearance while Benny and Miss Diane pop off for a quick 10,000 mile service.



This is as close to a race as the game gets, there's still plenty of smash-potential in there, though.

One of the narrowest, so consequently toughest, tracks in the game. Not much room for overtaking, but plenty of scope for barging.



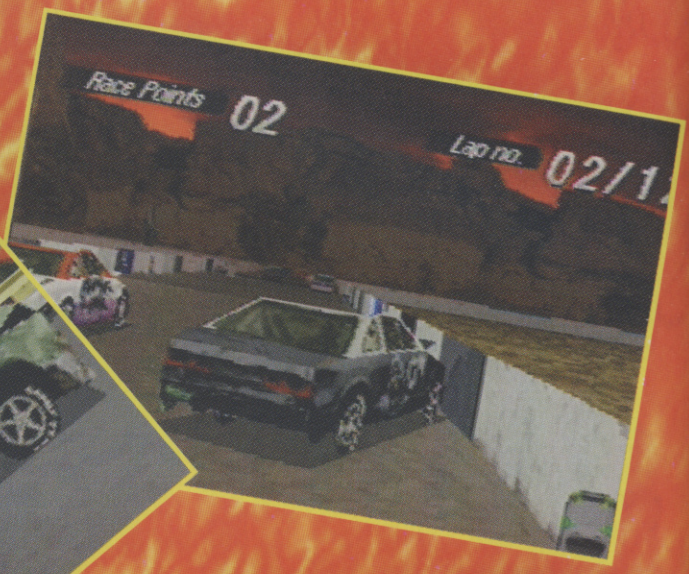
Our favourite track. A good mix of speed and crashes mixed with the best graphics in the game.

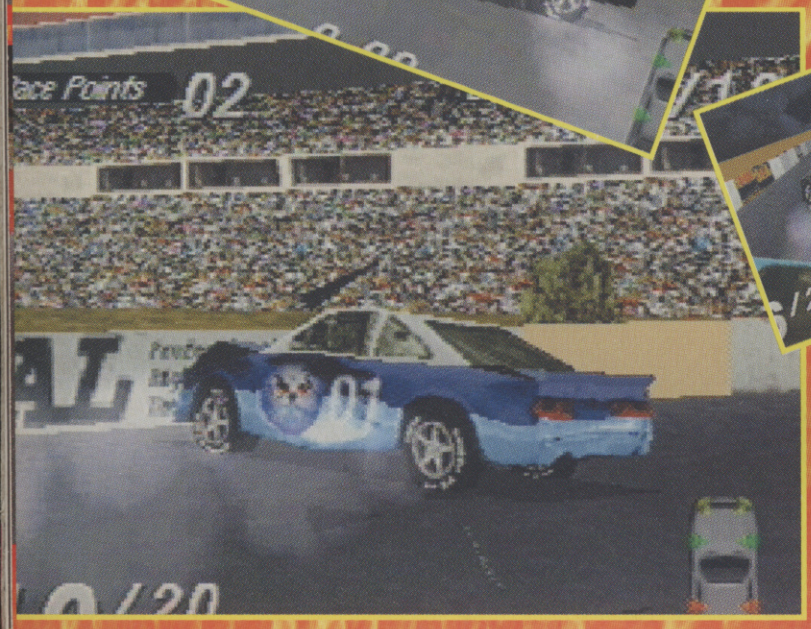
Plenty of twists, turns and crossovers to catch drivers out, Very devious you'll find.

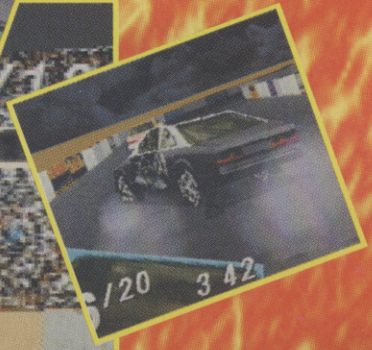
NO L-PLATES REQUIRED

Destruction Derby isn't all visuals you know, the gameplay's also rock-solid. This comes from the superbly realistic handling of the cars. There's nothing like pulling a high-speed handbrake turn to flip around and ram the second player head-on.

Crashes are just as realistically modelled. Clip another car at high speed and it'll go spinning off into a barrier, while the multiply car pile-ups look just incredible, especially if you're the cause of one.

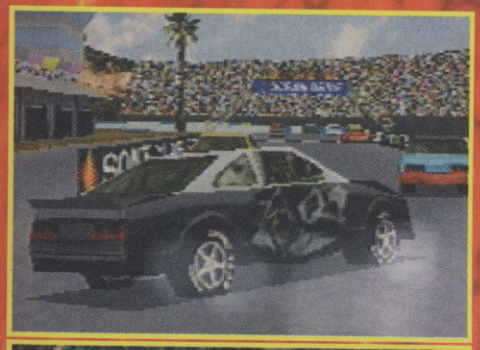






BOY RACERS

Parked in the Destruction Derby air-conditioned garage are three different cars for you to hit the road in. None have seatbelts, airbags are out and you can forget about cruise control and a multi-CD player. These are stripped-down vehicles of the apocalypse. It's just a shame there's a bumbling learner like you at the wheel.



SO, IT'S A BIT GOOD, IS IT?

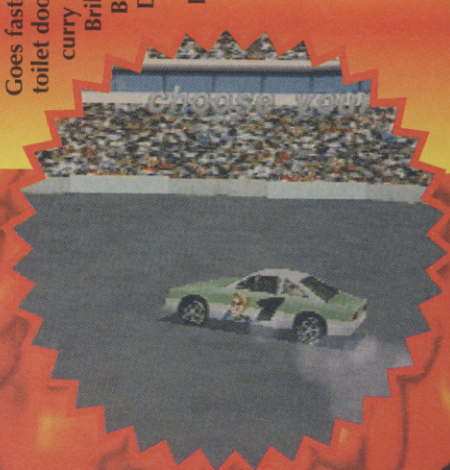
To say Destruction Derby is a quite a good game is like saying winning the Lottery on the same morning you find Winona Ryder's phone number scrawled on your hand after last night's drinking sesh isn't a big deal.

We honestly believe that Destruction Derby is set to carve its own little niche in the annals of computer game history. In five years time people will be looking back on it in the same way they do with Pilot Wings and F-Zero at the moment.

Slow, but easy to steer. Good for learner drivers, but duller than ditchwater for the rest of us.

A good, balanced, all-rounder. Produces a few nice crashes, but it's still not as nice as the fastest car.

Goes faster than a toilet door after a curry sesh. Brilliant for Body and Doyle hand-brake turns.



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32-BIT

24 Wipeout/PlayStation
Fast, frantic and certainly British. Find out why you'll be raving over this in September.

28 Sin Shinobi Den/Saturn
Almost ready to roll, we give Shinobi an early play-test and tell you exactly what we think its prospects are.

30 Saturn Survivor's Guide
With the Saturn launched officially, we give you all the info you need on the software and hardware for Sega's next-gen console.

36 Dynamic Tension/PlayStation/Saturn
Find out what top American developers Crystal Dynamics have in store for both Sony and Sega's machines.

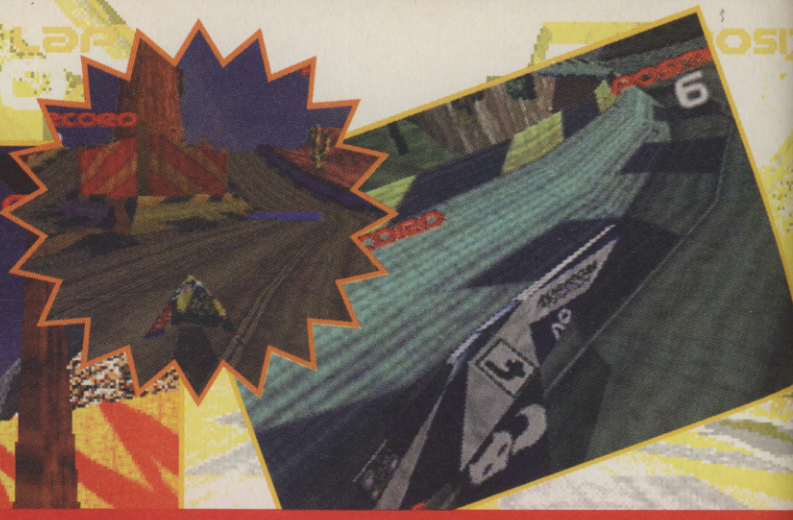
38 Shellshock/PlayStation
Core design unveil their first PlayStation title, and it looks like they could have a roaring success on their hands.

42 NBA Jam TE/32X
Your first chance to get jamming on 32-bit. How does it compare to the 16-bitters? Look here to find out.

44 Greatest Nine/Saturn
Strangely we've actually found a baseball game that's worth playing. It's available on import now and we rate it.

46 Gran Chaser/Saturn
Widely tipped as a Ridge Racer beater, but have Sega Japan really come up with the goods?

48 Waterworld/PlayStation
Kev's back in this multi-format aquatic adventure, check out the first PlayStation visuals.

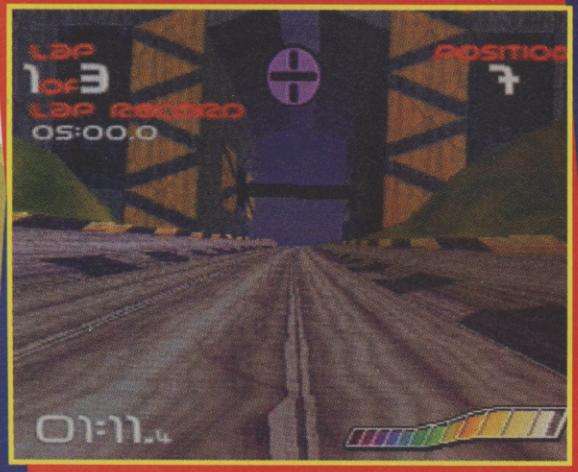


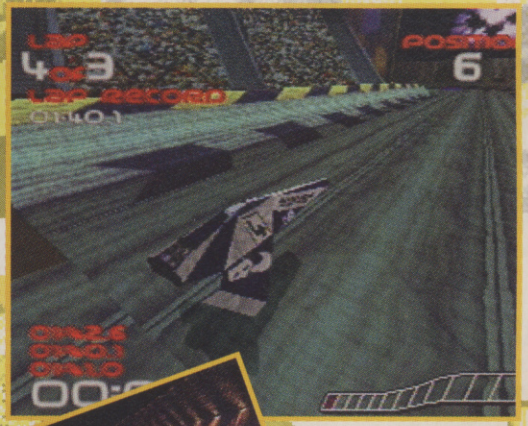
Making up the second spike of Psygnosis' multi-pronged assault on the PlayStation market comes a game which really does play as good as it looks...

Wipeout

TRENDY GITS

If Wipeout's anything, it's trendy. The music's supplied by top dance outfits Orbital and Left Field while the logos and icons have been produced by The Designers Republic – a bunch of hyper-trendy art-types who, amongst other things, did all the logos and stuff for our sister magazine PC Games.





What's wrong with having an Austin Princess instead?

Ooh, wonder if it's got a mine-cart level as well?

PlayStation

WIPEOUT

Developed by: .....In-House

Released by:.....Psygnosis

Out .....September '95

85% complete

No other versions planned

No other versions available

PLAYSTATION

That green splodge on the ground is a missile power-up. Fly straight over to collect it.

CHEATS PROSPER

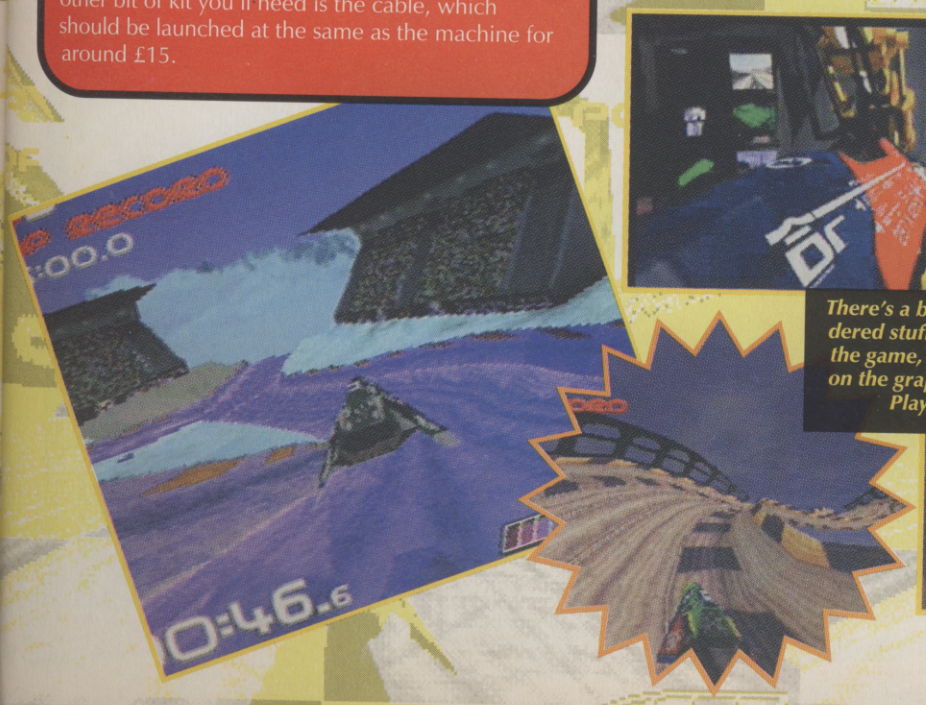
Because Wipeout's such a fast, challenging game, mere mortal skill alone isn't always enough to guarantee a place in the rankings, which means that you've got to give yourself a bit of a helping hand now and then – ie cheat like a married Frenchman. Barging the other vehicles is the most common form of one-upmanship, although amongst the various collectible power-ups is a missile which, despite not blowing up the victim, will spin them out of control letting you overtake and speed away before than can recover.

It's THE FUTURE. And in THE FUTURE we'll all work in SPACE and wear smocks made out of Bacofoil. And we'll live in floating Cyber-Houses, which will automatically read our thoughts and change the lighting, humidity and decor according to our whims.

Because in THE FUTURE technology will dictate our lives. Old style entertainment like TV and music will be replaced by VR eye implants, which make everything look like cartoons, and actually we won't work in SPACE, because we won't have to work because we'll all have been replaced by Cyber-Robots of THE FUTURE. All we'll do is float on our anti-gravity sofas, watching and giggling as the cartoon walls dance for us. Communication between humans will be a thing of the past, because we'll all just mentally transmit binary code, like modems, because we'll all have had special chips implanted in our brains. And in THE FUTURE, our brains will float in SPACE. Or take lots of drugs and have it happen NOW (but we don't advise that; honest).

Which leaves our bodies free for other things. Namely racing floating SPACE cars around the tracks of THE FUTURE. And this is what Wipeout concerns itself with. Luckily for you, the player, you're not cast as a floating SPACE couch potato but as a rockin' Cyber-Jockey, risking your synthetic superalloy limbs in this gobsmacking futuristic race sim.

Like Psygnosis' other race sim, Destruction Derby (page 15), Wipeout features a network link-up mode. Apart from two tellies and an extra PlayStation and spare copy of the game, the only other bit of kit you'll need is the cable, which should be launched at the same as the machine for around £15.



There's a bit of fancy rendered stuff at the start of the game, but from then on the graphics are pure PlayStation.

LEAPIN' LUCIFER

One of the many features which separates Wipeout from more conventional racing games is most tracks feature massive launch ramps which send your skimming vehicle thing soaring into the air and plummeting down on to the next bit of track if you're going fast enough.

Back on terra firma, all the tracks feature plenty of tunnels and forks in the road. When the track splits there's usually one route which is shorter and slightly easier to negotiate, while the other is loaded with bonuses such as turbos, shields and missiles.

DO THE MARIO

Although it is a very, very different game, Wipeout has subtle overtones of MarioKart. No, the sun hasn't gone to our heads, it's simply in the fluid way the game plays. As well as the normal steering, the top buttons on the joypad activate your skimmer's left and right airbrakes, which let it slide around tricky corners.

That, coupled with the speed of the game and being able to do the other vehicles over with missiles combines to produce a gaming experience which isn't far off the Nintendo classic.

But it's in no way a step backwards. One look at the graphics will tell you that this is a true next generation product and something which would have been impossible to produce as recently as 12 months ago. If you think the shots look good, just wait until you see it moving...

We're going to replace Rad with this robot, you know.

FIRST IMPRESSIONS

Wipeout looks like extremely hot property. The version we played was still lacking some of the artificial intelligence for the opposing cars, but was still damn fast and, importantly very challenging and original.

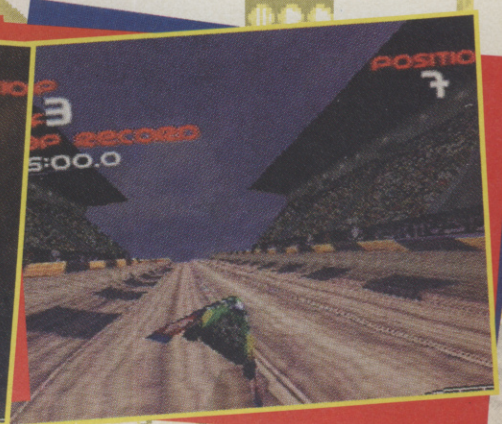
Once the final version is dressed-up, the AI in place and the rest of the soundtrack put in, this will be one of those games which deserves to be played on the biggest TV you can find with the Hi-Fi pumping out the superb music. A truly modern game for a very modern machine.

The game seems incredibly fast when you use the cockpit view. It's also the most realistic way to play it.

The game also features different teams and types of skimmer.

REAL-TIME, NOT RENDERED

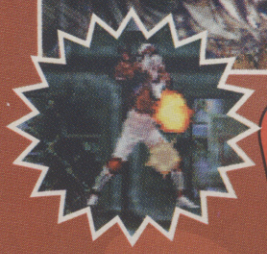
Although it may look like it, Wipeout's graphics aren't streamed off the CD. They're all drawn in real-time, which is just as well as the screen tilts when your ship banks to add to the effect. Even on the pre-production version we played there was no sign of slowdown or glitching. Impressive stuff.



SHIN SHINOBI DEN

SEGA SATURN™

A Sega system without Shinobi is like a tortoise without a shell – flat, squishy and prone to sunburn. Then again, maybe it isn't.



SHIN SHINOBI DEN

Developed by: ...Sega Japan

Released by: .....Sega

Out: .....TBA

95% complete

No other versions planned

No other versions available

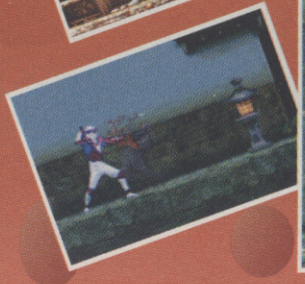
SATURN

The need for a Shinobi game in Europe is stirring up a bit of a debate at Sega at the moment. Traditionally, before people got into the habit of playing ring-grabbing hedgehogs, there used to be the far more sober routine of slicing ninjas in half with a big sword – and it all went down rather well. But things date, technology moves on and a once heroic ninja becomes the digitial equivalent of steam trains, propeller engines and Texan chewy bars. So there's some relectance in certain quarters of Sega to bring one of their most popular characters back, especially in a game which isn't 3D, doesn't blind you with special effects and has some very 2D platform action.

At least that's the view of some people. After playing this game we've reached a different conclusion. Shin Shinobi Den is fun. It's also cliched to the extreme with the worst B-grade movie footage of ninjas ninjering each other interspersed with the action. It's fantastic. As for the game itself, apart from a few nice graphical effects, it doesn't really carry the next-gen air that people expect from 32-bit systems. So, until Sega make a decision either way, you'll have to wait until next month when, hopefully, we'll be reviewing the import version.

PRANCING NINJAS

One of the many highlights of this game is the superb cliched ninja film bits. Just imagine any of the American Ninja movies crossed with Power Rangers and you've probably got a good idea what this sequences look like. You'll spend more time laughing at them than you will playing the game. Maybe.



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Saturn —the surv

The next generation has happened early. The Saturn's been launched and anyone happy to be left behind in the 16-bit twilight zone is the computer equivalent of Kevin Keegan's haircut – sad, out of date, slightly grey around the edges and should be surgically removed from society.

JULY 8 1995. SATURNDAY (that's their word, not ours), saw the official launch of the Sega Saturn in the UK. Don't be surprised if you missed it. We only found the exact date out for definite a month before it happened, although the rumours of a July launch had been flying around for a lot longer.

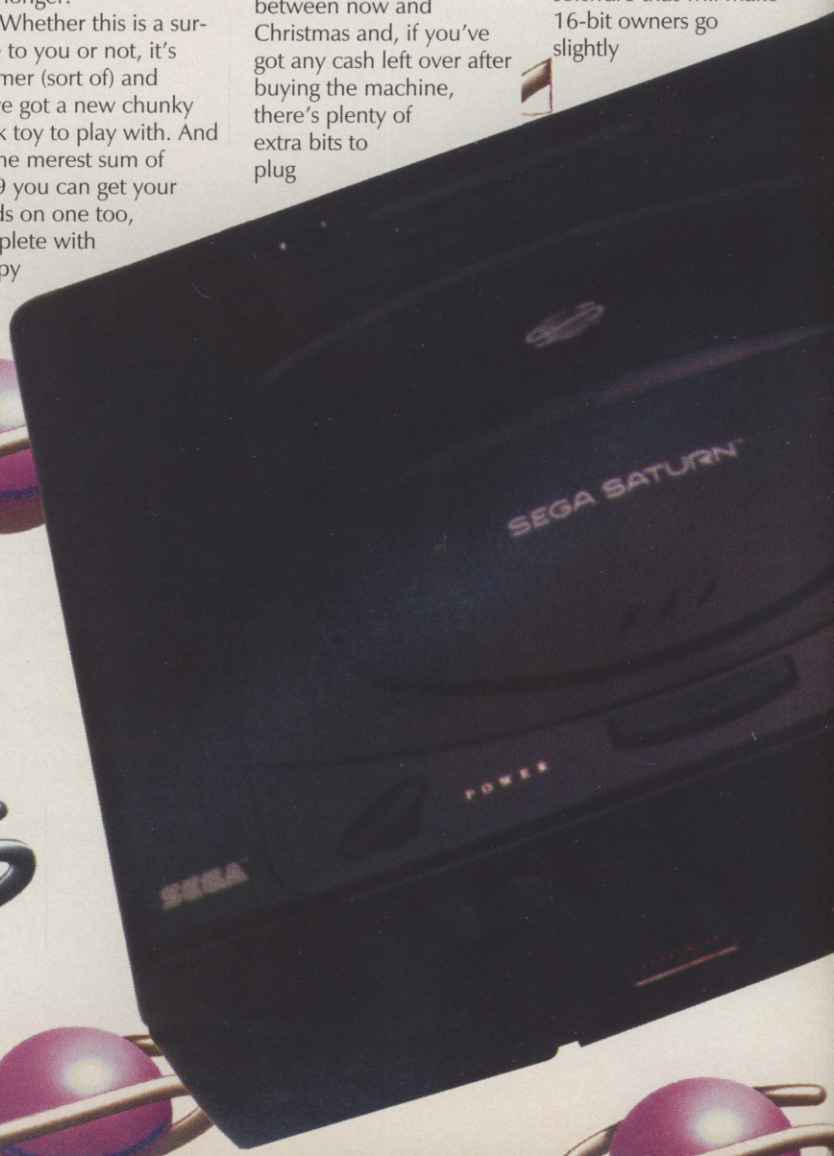
Whether this is a surprise to you or not, it's summer (sort of) and we've got a new chunky black toy to play with. And for the merest sum of £399 you can get your hands on one too, complete with a copy of Virtua Fighter. Not many surprises there.

What has come as something of a little shockette is that, after much speculation, Sega have produced a release schedule which will warm the cockles of every Sega-owner's joypad thumb. The software's here and there's some truly excellent stuff coming along between now and Christmas and, if you've got any cash left over after buying the machine, there's plenty of extra bits to plug into it coming along at almost the same time.

Dribbly Trickle

After a mixed trickle of Japanese import software which has so far contained only three decent titles, Sega Europe have promised that by Christmas every Saturn owner can have a range of software that will make 16-bit owners go slightly

July 8 was Saturnday Night Fever; for a fee of £399 you get a sexy black box and a copy of Virtua Fighter.



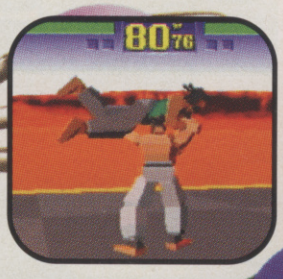
ivor's guide

puse around the edges and grinding their teeth as they think about how they're going to get enough cash together to make the leap from old-hat to shiny 32-bit moderness.

In the mean time, turn the page to find out what's here now and what's in store for you in the next few months.

SEGA SATURN™

What any new games console needs is decent software, and the Saturn certainly has that with Panzer Dragoon, Virtua Fighter and Daytona USA, with the promising Bug coming soon.

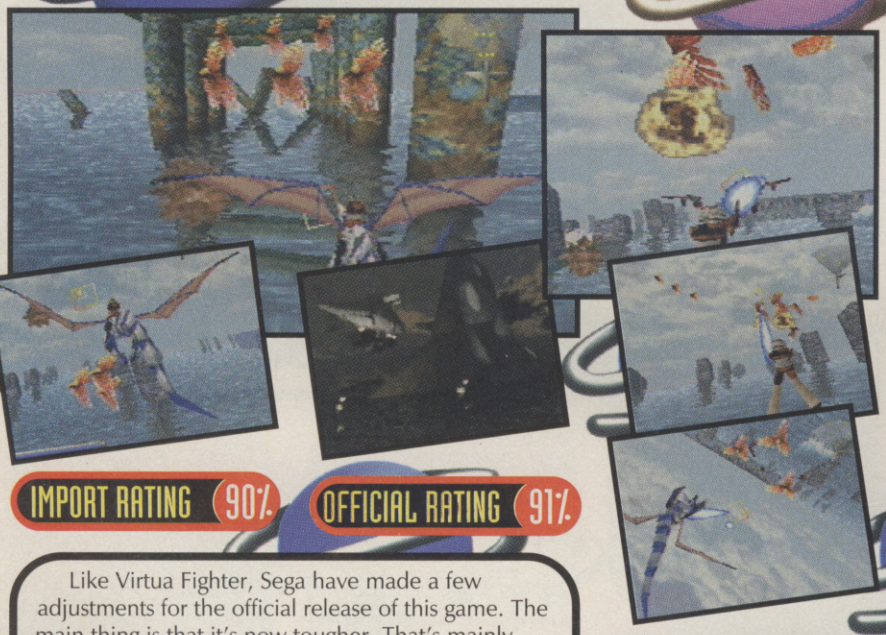


first-day releases

Daytona USA

This is the only one of the first three games which hasn't had any improvements made – mainly because it doesn't need them. One thing which has happened, though, is the inclusion of borders at the top and bottom of the screen. And before you start whinging, it's so the game runs at the right speed, OK?

IMPORT RATING 96% OFFICIAL RATING 96%



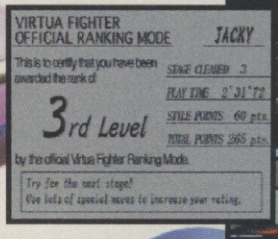
Virtua Fighter

The UK version of the game has been revamped so all the little bugs and glitches from the Jap original have been taken out. This actually makes a huge difference and it's good to see Sega honouring their promise of updating software for official release.

IMPORT RATING 94% OFFICIAL RATING 95%

IMPORT RATING 90% OFFICIAL RATING 91%

Like Virtua Fighter, Sega have made a few adjustments for the official release of this game. The main thing is that it's now tougher. That's mainly due to the fact that the enemies fire more often. Also there are a number of superb cheatmodes, including one to get rid of the Dragon and another which lets you do Afterburner-style rolls.



Panzer Dragoon

Virtua Fighter Remix

Sega

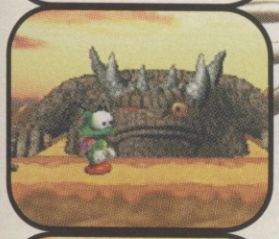
Sega still don't know whether to release Remix or not in Europe. This isn't a reflection on the game, just sound marketing. With Virtua Fighter coming with every new Saturn and VF2 hopefully arriving around Christmas, they don't want people overdosing on what's easily the best game in their portfolio.

Remix is essentially the same as the original Virtua Fighter, AM2 have left the excellent gameplay of the first game untouched. What they have done is substantially upgrade the graphics to the point where the characters can almost be mistaken for their VF2 counterparts. And those annoying little bugs have gone thankfully, but then they've taken them out of the official version of Virtua Fighter, so that's not that much of a big thing.

coming soon

Bug

We were pretty sceptical about this game, which was partly to do with having played Clockwork Knight. But now we've had the chance to give it a proper play test we can tell you that this is actually very, very good indeed. The general 3D-ness has been put to excellent use and accounts for some superb gameplay innovations rather than just being there as a gimmick.



Virtua Cop

Sega Japan are still putting the finishing touches to this incredible game. Although they claim that there aren't as many polygons in the Saturn version as there are in the coin-op, we couldn't tell the difference. Sega also reckon they'll be releasing a light gun to go with it, but judging by past performance (ie the Menacer and that scuddy phaser-thing for the Master System) you'll be lucky if you get any more games to use it with.

NHL All-Star Hockey

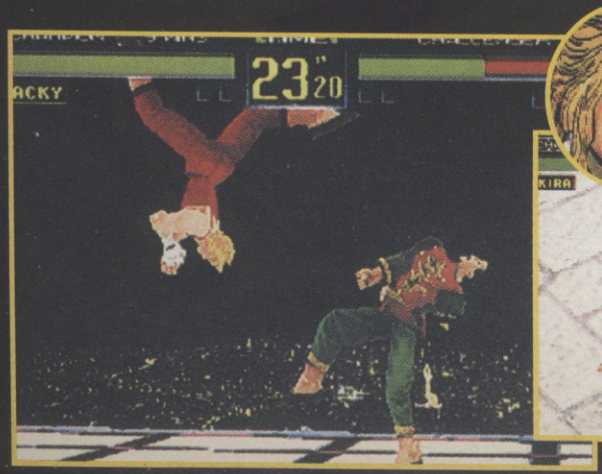
One of the many things the Saturn is truly brilliant at is putting loads of superb 3D excellence into standard sprite graphics. This is the best example of this so far, even if it is a dodgy American sport. Still, EA have had plenty of success with their hockey titles, and this could do the same thing for Sega on the Saturn.

Last Gladiators

As pinball games go, this is actually a pretty decent one. There isn't much about it you could accuse of being 'next-gen', apart from all the tables rendered in hi-res mode, but it's fun to play and should go down well with aficionados.

Sega International Soccer

Previously hiding under the monicker Victory Goal, the European version of this game will retain the same graphics and gameplay although the J-league teams will be replaced by international squads. 'Cos nobody gives a monkey's about Japanese football in this part of the globe.



optional

Arcade Racer

A solid and well-made plastic steering wheel thingy. Groovy gimmick that works well with Daytona, although we couldn't beat any of the times we set by playing the game with a joypad.
Available: August

Back-up Memory

We reckon that this is almost as essential as a joypad. Although the Saturn's memory is pretty hefty, it soon gets chocka with save games and stored Daytona times, so if you're going to buy any extra hardware, we reckon this should be top of your list.
Available: September

6-Player Adaptor

Designed primarily to work with sports games. Get two of these jonnies together, enough joypads and mates and you'll be able to play the likes of All-Star Hockey with up to 12 players.
Available: September

Joypad

Seeing as you get Virtua Fighter with the Saturn, an extra joypad comes in pretty handy as your friends will look pretty stupid trying to use thought control to get the second fighter working.
Available: July

Is It better than the PlayStation?

Who gives a stuff? We at CVG just don't care which console looks the best on paper, that's meaningless at the end of the day. What we care about are the games, if they're good then it doesn't matter what the machine's like technically. CVG has never condemned a machine because of its hardware specs, right back in the dark old days it didn't matter a toss that the Commodore 64 technically outclassed the Spectrum in every way – they both had the best software at the time, and that's what counted.

The Saturn has come out very well with initial titles like Daytona USA and Virtua Fighter and if Sega can come up trumps with Virtua Fighter 2 and Virtua Cop before Christmas, things are going to be very interesting indeed.

extras

Virtua Stick

Like most of Sega's home-produced joysticks, this is a solid, responsive, well-made controller. As the name suggests, it's certainly one that's going to give you an edge in Virtua Fighter.

Available: July

Mouse

With the current batch of software, there isn't much need for this. However, if it's compatible with Virtua Cop, it'll probably turn out to be more useful than a joypad or Virtua Stick.

Available: TBA

M-pegged Out

As well as all the usual extra bits that strap on to your Saturn, Sega are also looking at releasing a Full Motion Video cart for the machine towards the end of the year. This means that Saturn owners will be able to play any of the thousands of CD-based movies on sale through their console. It's worthwhile too, seeing as this year has seen the release of blockbusters such as Reservoir Dogs on CD. As well as letting you play the films, the gizmo also includes features such as picture-in-picture, slow motion and zoom.

Photo Cd Decorder

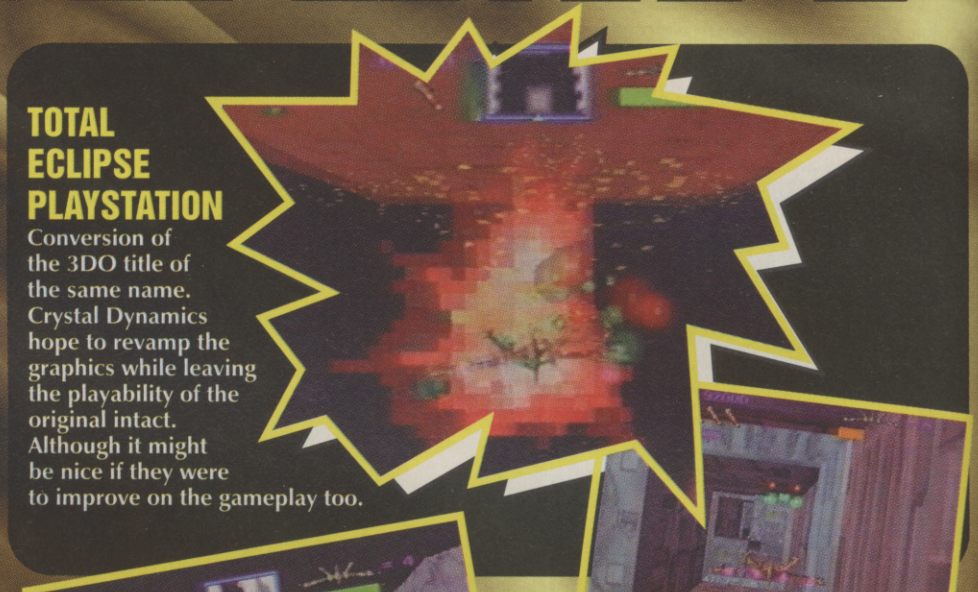
Yes, you'll even be able to play back your holiday snaps through the Saturn. Put the decorder disc in, then swap it for a photo CD and it will let you create slide-slows, zoom in on the naughty bits and even distort Aunty Beryl's face with a fish-eye lens. The old trout.

Available: October

DYNAMIC

BMG

– the people who brought you Barry Manilow – are set to branch out from the record world and storm the Bastille of Next Gen consoles with a range of infectious new games. But don't worry, Bazza himself doesn't make an appearance in any of them. They are, in fact, the programming produce of Crystal Dynamics, the up-and-coming house who recently gave us Gex for the 3DO. And seeing as we're so pleasant we thought we'd introduce you to their new wave of Saturn and PlayStation titles...

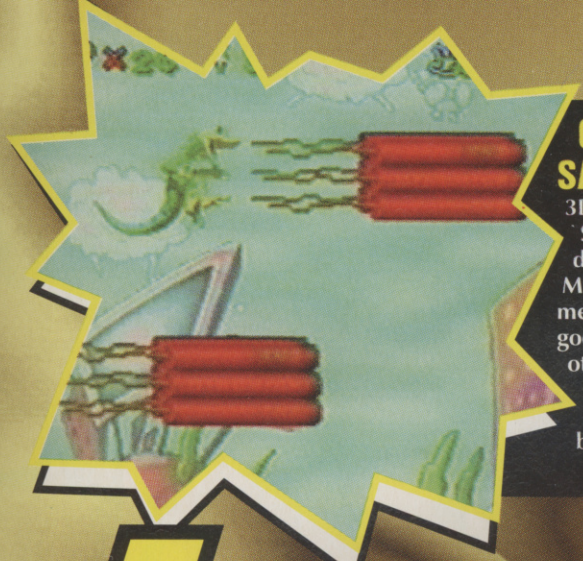


TOTAL ECLIPSE PLAYSTATION

Conversion of the 3DO title of the same name. Crystal Dynamics hope to revamp the graphics while leaving the playability of the original intact. Although it might be nice if they were to improve on the gameplay too.

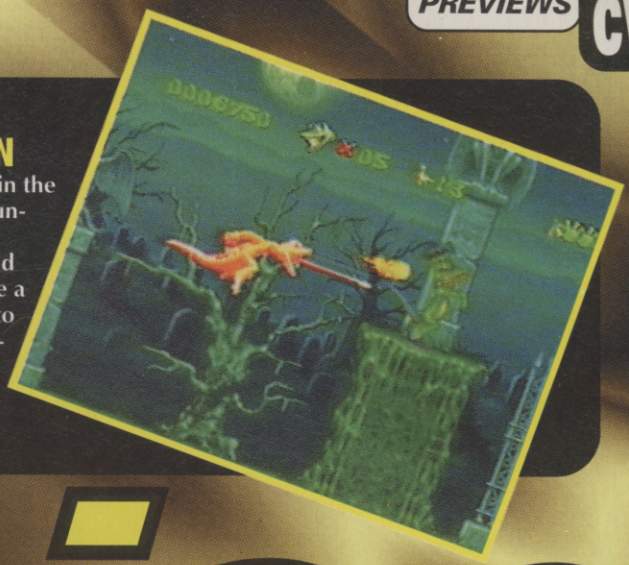
BLAZING DRAGONS SATURN/ PLAYSTATION

Brainchild of Terry Jones (the Monty Python geezer) this graphic adventure casts you as an heroic young dragon eager to put a stop to the scourge of evil humans. Obviously the emphasis is on surrealistic humour and lovely animation, with a few arcade-y sub-games thrown in for good measure. Let's hope it resuscitates the career, eh Tel?



GEX
SATURN/PLAYSTATION

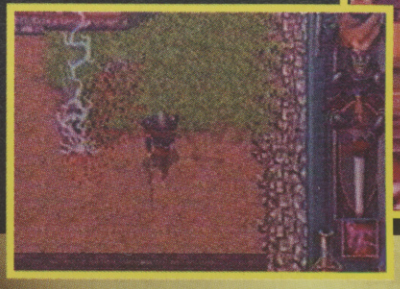
3DO Gex proved so popular in the States that it's now being bundled with American FZ-10 Multiplayers (3DOs to you and me). So obviously it seems like a good idea to convert the title to other formats, which is exactly what Crystal Dynamics are doing, the plucky blighters.

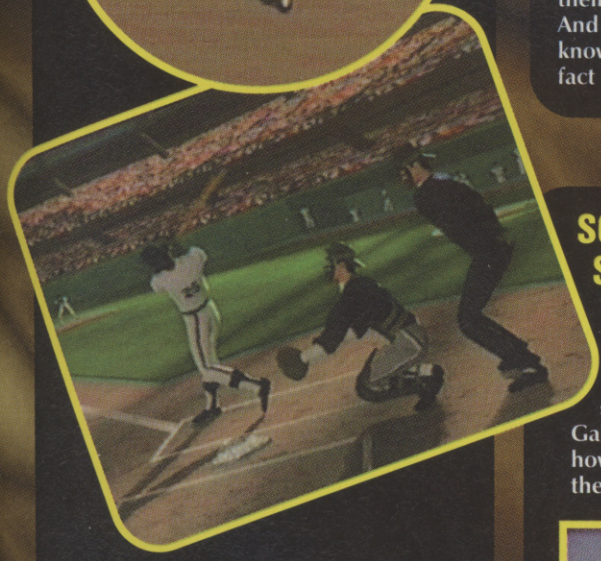


tension

BLOOD OMEN: LEGACY OF KAIN
SATURN/PLAYSTATION

A Gothic game of death and slaughter, Blood Omen casts the player as Kain, a blood-thirsty vampire. Your job is to drink lots of blood whilst on a quest to restore your mortal form. Kain can morph into three different forms – wolf, bat and mist, each of which has their own advantages. And that's about all we know, apart from the fact it looks ace.





SOLAR ECLIPSE
SATURN/PLAYSTATION

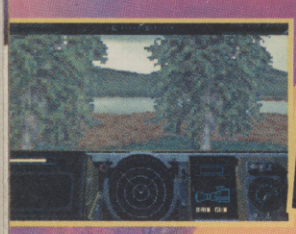
Prequel to Crystal Dynamics' 3DO hit Total Eclipse. This is an FMV-laden 3D blaster starring Claudia Christian of Babylon 5 'fame'. While the basic structure of the game looks pretty Galaxy Force-ish it'll be interesting to see how the final product plays (and how well the FMV comes out on the Saturn).

3D BASEBALL '95
SATURN/PLAYSTATION

This is the first title in the Champion Sports range and is a fully rendered SGI conversion of the popular sport of baseball. Well, it's popular in America. So it probably won't get an official release over here. But it looks very nice indeed, and features lots of famous (in America) baseball stars. We'll review it on import if it's any good.

Shell

Core Design are getting ready for an all out attack on the 32-bit market. They've got themselves a big tank and a crew of rapping assassins that are straight outta Compton.



Core Design are not known to either rest on their laurels or shirk responsibility when it comes to games. Their record for producing quality product remains as unscathed as the digital heroes that infest their titles. Put simply, they've had more classics than clangers. Core's pedigree has put them on the frontline as far as PlayStation and Saturn developers, and one of their first entries into the console fray will be Shellshock.

Appearing on PlayStation, Saturn and 3DO, Shellshock is an arcade tank game with a difference. Set in the turbulent world of 1997 (not much different to the turbulent world of now), Shellshock stars a crew of ex-US armed forces specialists called Da Wardenz.

Essentially, although they look quite menacing they're basically a good bunch of lads, committed to justice and all things quite nice, that is unless you're not on their side. Being mercenaries money is a key element to your success and, more importantly, your tanks' survival.

Practically everything onboard your M-13 will be upgradeable or replaceable, so your success can be determined through your own decisions. Core are even building in an insurance policy which will let players salvage some cash from a wrecked tank, although God knows what group insurance the M-13 comes under, certainly not the same as a Mini.

Set in six potential world troublespots, play itself will be viewed from a first person perspective, like Doom, and you'll travel over texture-mapped hills journeying towards depth-cued skylines and horizons freedom fighting for the world's oppressed.

Although the essence is on arcade Core are going to a great deal of trouble to ensure that the environments look and feel right. So the programming team have included just about every feasible weather condition, every type of terrain in just about every urban or rural condition on earth.

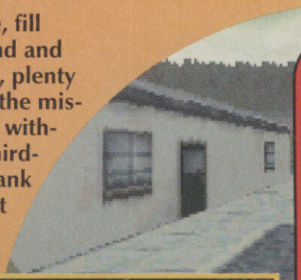
Its all very well recreating a texture-mapped world, but to make a title play well the missions have to be playable and your own interaction with the world you've built has to be good.

Core's answer is three-fold. One, fill your world with all manner of ground and air based foe to give you, the player, plenty to do combat with. Secondly, make the missions varied and interesting enough without turning into a simulator. And, thirdly, and most excitingly, allow your tank to destroy practically everything that it comes into contact with.

Combine these ideas with the images laid around the spread and add a really hardcore rap soundtrack and imagine your tank scuttling through a war ravaged city, driving over telegraph poles while blasting holes in an adjacent building in an attempt to disable an enemy tank, and you've just about got it.

Oh, we nearly forgot, aside from all the helicopters, tanks and jets that infest Shellshock Core are also including a player link-up system which will allow two PlayStations or Saturns to battle it out in the battlezone of your choice.

As you can no doubt tell, Shellshock is absolutely chocked full of playability and action and we're not just selling you the hype. On an expedition to the savage wastelands of Derby, where Core hide away building games, CVG witnessed at first hand what a cracking game Shellshock is going to be. Watch these pages for more exclusive news as and when it happens.



SHELL SHOCK

Developed by: ..Core Design

Released by: ....Core Design

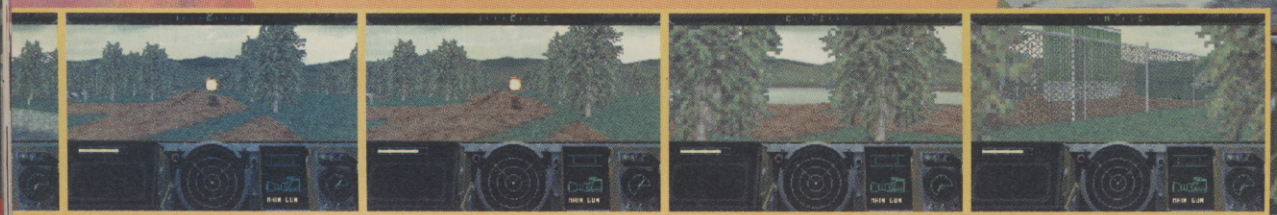
Out: .....December '95

60% complete

Saturn, 3DO and PC versions planned

No other versions available

PLAYSTATION



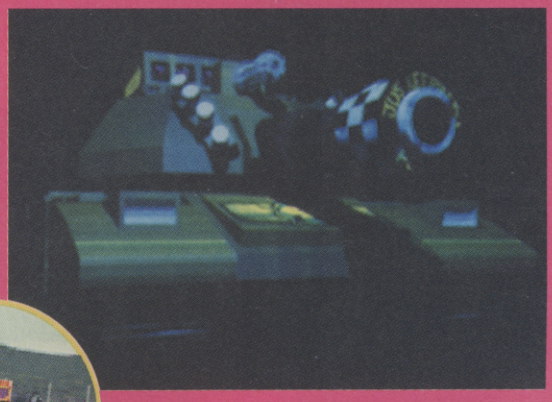
shock

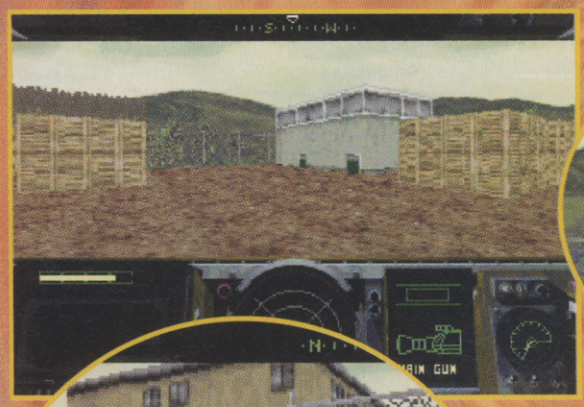
TANKS FOR THE MEMORY

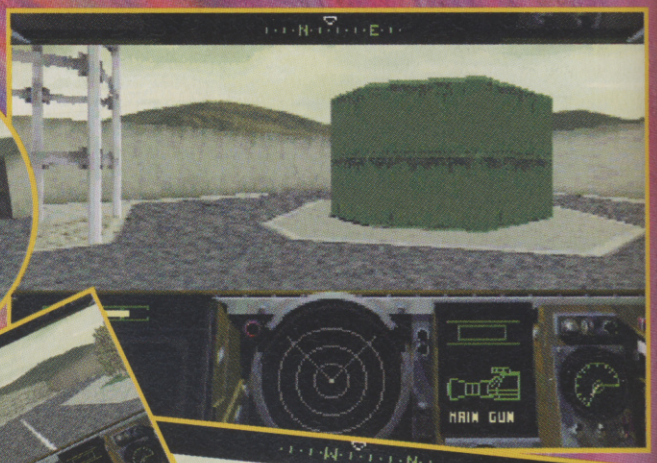
Your boyz in the hood will battle around in an awesome piece of kit in the shape of the M-13 Predator battle tank. Although your future tank won't have the customary rotating turret it'll have the bossest stereo and speakers ever to adorn a videogame.

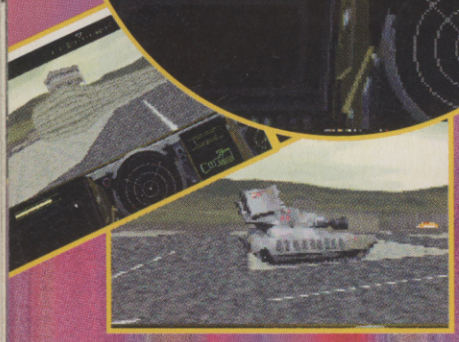
In true arcade fashion your 257mm gun faces forwards only, but if its might isn't enough to quench your bloodlust then you'll be able to let loose a salvo of 'fire-and-forget' SAM missiles for air targets or alternatively pepper the battle arena with your 60mm chain-gun. There isn't, however, and option to leap out of your tank and start dishing out physical fist violence in true blokey fashion. Shame.

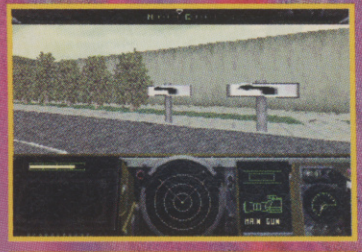
With depleted uranium as armour the soundproofing inside your tank should be pretty good, but if for whatever reason it gets too noisy just pump your







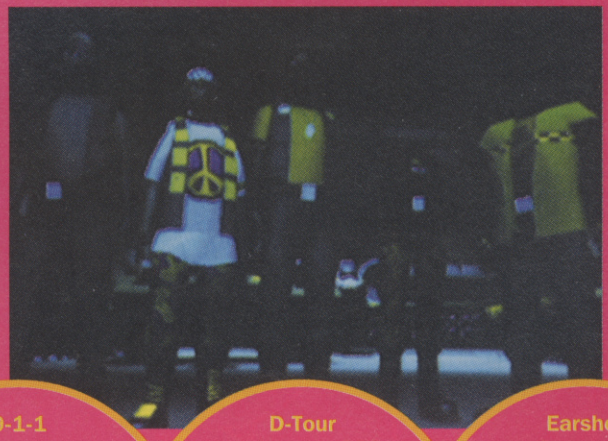


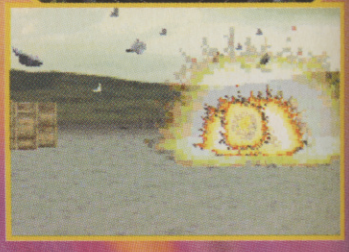


SWEET HOMEE ALABAMA

Da Wardenz are the east-coast rap lovers that will help crew your future tank. They're all ex-special forces dishonourably discharged for disobeying orders that would have seen over ten thousand innocent people die at the hands of an African Warlord.

Forced into exile, they've abandoned the conventional military in favour of lives as mercenaries. Operating out of a secret location called 'The Pen' in New York, Da Wardenz receive financial funding and directives from an anonymous benefactor known affectionately as 'The Man'.





Dogg-Tagg
real name: Capt. Mike Reynolds
age: 27
Leader of Da Wardenz. You'll see him introduce each mission although he bottles out when it comes to combat.

9-1-1
real name: Lt. Charles Valdez
age: 25
Pilot who'll fly support in the A-10 'copter. He's also responsible for the 'street art' decor of the vehicles.

D-Tour
real name: PFC Cecil Coles
age: 29
Will ride shotgun in the tank with you. Although mum aways saud you shouldn't trust people called Cecil.

Earshot
real name: Sgt. Darnell Jones
age: 31
Will take charge of communications in the team. So blame him if everything goes wrong and you keep getting killed.

Props
real name: Corp. Alvin Fielder
age: 24
Will be in charge of stocking your tank up with munitions. He'll be the one hanging around the workshop looking suspicous.

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NBA JAM TE

Shaking the room, and Sega's, should we say, intermediate machine, is the 32-bit version, of Acclaim's tournament edition, of their quite formidable basketball game.

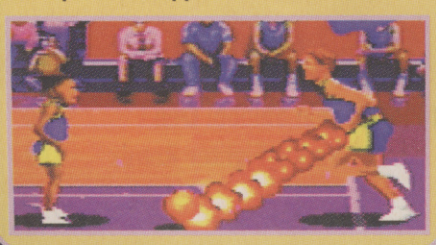
Whatever American cop series you watch, nay whatever American programme, period, you can always bet that the two male leads will at some point in the series go and shoot some hoops. The thing is, though, you never saw Regan and Carter having a quick go of rebound did you? Or Sgt Cryer just nipping round the back of the station with a footie for a quick game of three-and-in either come to think of it.

Well, all those Yankie TV stars don't have to go outside for a bit of two-on-two, now they can switch on their SNES, Mega Drive, or if they wanted to be really cool their MD 32Xes. Yes, the 32X is the latest machine for the bonkers, frenetic running from one side of the court to another, trying-to-set-yourself-alight game that goes by the name of NBA Jam Tournament Edition.

Now regular viewers will be aware of the differences between this and the common-or-garden NBA Jam (ie practice option, substituting players, hot spots), but the diffs' between this and the Mega Drive version are not vast or immediately obvious. Apart from one thing. Yes heads. The heads are huge, as these screenshots prove, and once you get used to the fact that all the players look like out-of-proportion mutants the game is as enjoyable as it's ever been.

RELIGHT MY PLAYER

Every now and again handy gameplay hints flash up, and if you score three baskets on the trot you become on fire and quite unstoppable.



MEGA DRIVE 32X	
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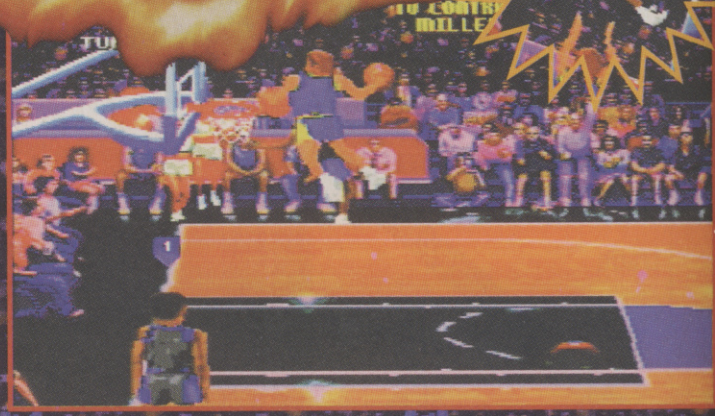


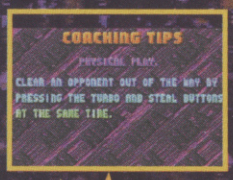
It's a lot less bother if you can hover.

VERDICT

MEGA DRIVE 32X

As we've printed before in this mighty tome (well magazine actually) we do rather like NBA Tournament Edition, not so much so that we bought the company but enough to give the 32X version a fair crack of the whip. And is it bigger, better et cetera? Well the heads are bigger certainly, the court seems bigger, and with the full scaling graphics it does make the game look slightly different. On the whole though, you've got more or less the same game, right down to your boomshaka-whatever, so that old adage rings true here, and that is if you've the 16-bit version stick with that, but the 32X version is a decent enough game too, but nowt special.

GARY LORD



It's the 4th Quarter, and you're playing catch up.

Dunk some baskets and then go down the pub for a few Lucozade Sports.

SECOND OPINION

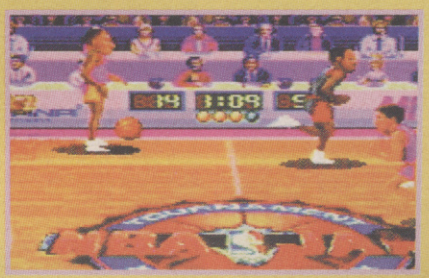
MEGA DRIVE 32X

The 32X version of NBA should really be called the MBH edition, that's Mutated Big Heads 'cos if you look at the shots on this page them blokes have got absolutely huge noggins. Perhaps there's a chip in the 32X which swells the heads of sprites on purpose 'cos aside from this rather strange addition, the full scaling effect and some sampled American commentary, there's little else different from other versions. If you've got a 32X and no other version of NBA Jam then it's worth rubbing your notes together and buying it, but if you've already played it to death on your Mega Drive then it's not really gonna juice you up to the desired level.

SIMON CLAYS

THAT'S WHY THEY CALL IT THE FULL SCALING EFFECT

Now what makes the 32X so much more grown up than its little Mega Drive bruv is that it's capable of fancy little effects such as this full scaling effect. What d'ya mean? Well take a lookie at these two shots and you'll see that when the player moves into the foreground he gets bigger, and when he runs into the background he gets smaller. That's technology for you.



SCORES

SLAM AND JAM '95	NBA JAM TE	NBA JAM
GRAPHICS 90		
As competent as the 16 bit versions but with bigger heads.		
ANIMATION 73		
The full scale effects add to that feeling of realism. Well, -ish.		
MUSIC 70		
Nothing really to speak of, it's mostly commentary etc.		
SOUND EFFECTS 87		
Boomshaka-bleedin'-laka, if you please. Some top noises.		
GAMEPLAY 76		
Really has to be played in two-player mode for full effect.		
VALUE 68		
Only worth buying if you haven't got the original 16 bitter.		

OVERALL

"NBA JAM TE on the 32-bit Mega Drive is not significantly different to the 16-bit version, but it retains all the fun and gameplay of the latter."

83

greatest nine BASEBALL

Oh no, it's another confusing American sport we don't know the rules for.

Never trust a country that has rounders as its national sport. Especially if it's some sissy version of rounders where everyone has to wear big padded gloves and helmets in case they get hurt. What kind of a culture does that suggest to you, eh? A culture of whimpering nancies with a bad maternal dependancy complex, terrible chart music, a strange obsession with teeth and a passion for psychotherapy, that's what.

Mind you, this baseball lark is actually quite a laugh. If you imagine the helmets are, in fact, just funny bowl-head haircuts and the large mitts are radioactively mutated hands or bunches of lunchtime bananas you could actually find yourself starting to enjoy it. Well, perhaps not in real life, where you're supposed to wave prannocky little pennants around and eat suspect hot-dogs, but at least this Saturn conversion of the game might bring some joy. If only we knew what a seventh-innings stretch is.

ALL SQUARE AT THE NINTH

There's an awful lot of interesting stuff in Greatest Nine. Too much, in fact, for a feeble one-page Earth review to contain, so we'll just breeze through the best bits. Firstly, there are tons of options, which allow you to play one- or two-player games, and there's also an eight-player tournament option for whiling away long hours trapped in subterranean ice caverns. There are different stadiums (four) and you can choose between day and night-time games. The best thing, though, has to be the commentary. You're given a choice of six commentators, whose frenzied Japanese is a constant source of amusement as you try to work out what the hell 'Thunder yen' means when the commentator starts screaming.

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Just some of the wonderful sampled speech treats in store for you...

No, it's a wereworlf. Get the pitchforks.

Time for a new kit.

Argh! Little people!

Guess what's happened?

You can hit them with the ball, you know.

VERDICT

SATURN

Most baseball titles are famous for their love of stats, most of which your average Blightian can't comprehend, but not this one. This one is a full-on arcade-a-go-go screaming-mad-commentary baseball conversion from Hell, and I think it's pretty great. The atmosphere really makes it, with the replays, the crowd noises and the off-their-nuts commentators. Greatest Nine, with its hordes of options and easy-to-pick-up playness is smart to the extreme as a two-player game.

RAD

Stats you can ignore!

Where's the ball, eh?

SCORES

SLAM AND JAM '95
NBA JAM TE
VICTORY GOAL

GRAPHICS 87
Large player sprites and nice backgrounds.

ANIMATION 80
The players move well in close-up, but are dodgy at range.

MUSIC 31
Hardly any, and what there is isn't great.

SOUND EFFECTS 95
Well managed baseball effects and brilliant speech.

GAMEPLAY 90
Easy to get into and addictive, but fairly simple in essence.

VALUE 80
The simplicity means single-player appeal is limited.

OVERALL
A brilliant two-player game and the most appealing conversion of the sport so far, but not quite an essential purchase.

88

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WORLD IS ABOUT TO END- AND THAT'S OFFICIAL!

EXCLUSIVE by CALVIN DONKEYKONG Jnr

THE WORLD of 16-bit videogaming is about to end, a spokesman for the Computer Exchange said yesterday. In its place will come a new era of advanced technology, fluid 3D animation, and true arcade-quality entertainment.

"We're talking utterly arse-smacking stuff here", he stated. "As the 16-bit market collapses we may see rioting, looting, free-for-all gunfights, and naked mad people running through the streets, screaming."

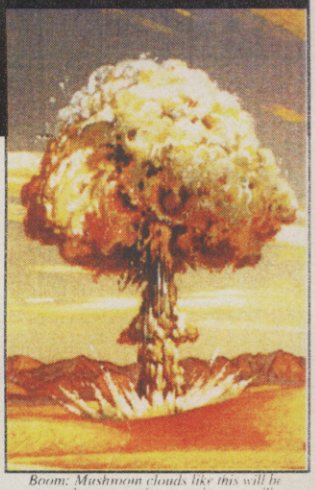
The only way to protect yourself from the 16-bit fall-out is to prepare yourself NOW. The Computer Exchange buy, sell and exchange all manner of console games and goodies- and PC parts and software, too. And you know what that means.

That means you could part-ex all your existing gaming gear towards a butt-tock-clenchingly sexy Next Generation machine. How does the Playstation grab you? Or the Saturn? Or the 3DO? Yum!

Or why not simply trade in what you have towards other titles on the same format. You can even sell it all for cash if you prefer. Just don't go buying crack with the money you make, okay?

As for you PC owners, why not get in touch with our hardware department? They offer some of the cheapest upgrades and units in the business.

Yes, folks- it's the end of the world as we know it. Get in touch with us, and you'll feel fine.



Boom: Mushroom clouds like this will be commonplace come the apocalypse, you'll see.

ZUN

If you laid all the games currently in stock at the Computer Exchange end to end, some poor sod would have to put them back up on the shelves.

ZPOT

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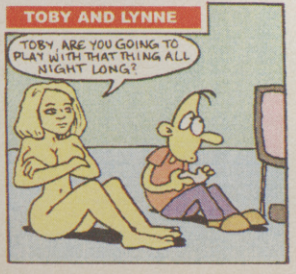
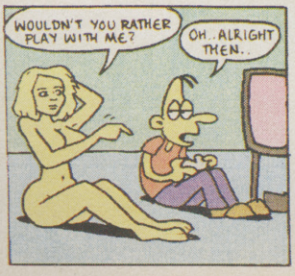
TOBY AND LYNNE





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SEGA SATURN™

gran chaser

SATURN
RACING
SEGA
£70 (IMPORT)
OUT NOW
ONE PLAYER
NO OTHER VERSIONS PLANNED
NO OTHER VERSIONS AVAILABLE

Blimey, Daytona's only been a out a few months, and already a so-called 'Daytona-beater' has hit the shelves...

Howdy folks and welcome to the First Annual Floaty Things Race Meet. This gruelling event has been designed to test the mettle of a variety of floaty things, pitting them against one another in a trial of speed, skill, determination, grit, guts, bravery and, of course, floatyness. Only the floatiest can survive as frisbee meets hover mower, bin-liner battles ghost. Hot favourite to take this year's title however is the Gran Chaser 101 Magic Floaty Car Thing, piloted by some wealthy Saturn owner.

Designed to float effortlessly over water, soil, planks and other low down things while still floating below bridges, tunnel roofs, and other higher up things, the Gran Chaser is levitated perfection. Basically, readers of Your Floating Thing, if there were any, would vote the Gran Chaser 101 Best Floating Item 1995. And this is your chance to control the bleeder, to be the envy of hovering fans the world over, thanks to the might of the Saturn, new racing title Gran Chaser and Bennett Bros. Balloons Inc, official sponsors of Floaty Things Race Meet. So join the fun – and don't forget to buy your official race balloon! Two, in fact. Or maybe three. Barry Bennett, Bennett Bros. Balloons Inc. Reasonably Priced Balloons for All Occassions. Trade enquiries welcome.

NOW WITH FREE SUNROOF!

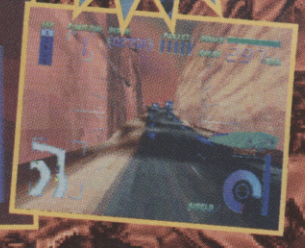
A good mechanic knows that you can make as much out of flogging extras for a motor as you can for the car itself. The Chaser is no exception. Rocket launchers without ammo (which you pick up as you race) and steering boosters all add to your vehicle. The L and R button execute handbrake turns which makes steering much easier. You've only got a limited supply of boost juice, although this replenishes itself very rapidly once you release the boost control.

VERDICT

SATURN

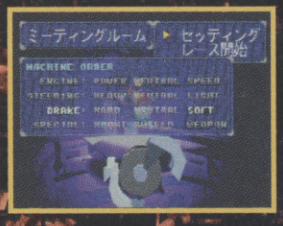
Technically, Gran Chaser is probably better than Daytona. The graphics are sharper, the clipping isn't as intrusive and the imagination which has gone into the course design is admirable. Gameplay-wise, though, it's a different story. The pace and tortuous track layouts are initially exciting, but there's not much else going on. This means after you've been through the game a couple of times you start to get bored, and the unrealistic handling of your floating thing means it isn't a game you'll want to perfect your technique on. Not even the split-screen two-player mode keeps your interest held. Not a bad effort, but Gran Chaser doesn't have sufficient lasting appeal to justify the cash. And it's got a daft title.

RAD



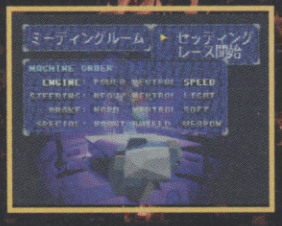
HAVE IT IN AVOCADO

Cars are personal things. Some people like knackered up old vans, and some people like Volvos. There's no accounting for taste. Except in Gran Chaser, where there's all sorts of accounting for taste. The player is free to modify the engine, steering and brakes of their skimmer as they see fit. Being on a Top Gear tip, we decided to roadtest three makes of floaty thing.



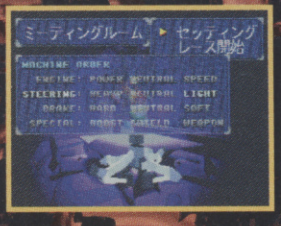
ROVER
ENGINE: NEUTRAL
STEERING: NEUTRAL
BRAKES: NEUTRAL

Average in every respect, this is a personality-free floating racing thing. It handles a bit like a sledge, fairly slidey but predictable in its behaviour. Plus its performance isn't really affected too much by the type of track you're currently racing upon.



LAND ROVER
ENGINE: POWER
STEERING: LIGHT
BRAKES: STRONG

Good for the more undulating courses, this doesn't lose speed on steep hills and pretty much ignores bumps and hillocks. Good for barging other skimmers out of the way, but not very exciting. Plus it's not particularly great shakes in the speed department.



XR3I TURBO NUTTER FURRY-DICE-JOB
ENGINE: SPEED
STEERING: HEAVY
BRAKES: LIGHT

A quirky floater which bounces all over the place at the slightest touch and has a tendency to oversteer, but is faster than you'd ever believe. Put the game in first-person Virtua view mode and wahey – a billion miles an hour.

SCORES

DAYTONNA USA
RIDGE RACER
GRAN RACER

GRAPHICS 90
Varied and well-drawn courses, but bland cars.

ANIMATION 73
There's not a lot of it, but there aren't any clipping problems.

MUSIC 84
Alright, but not in the same league as Ridge Racer.

SOUND EFFECTS 80
Decent enough quality, but nothing to get too excited about.

GAMEPLAY 76
Too vacant to really grip you, but enjoyable at first.

VALUE 68
You get to see all the tracks on your first go. Doh!

OVERALL

"Some innovative touches, but doesn't have the playability and graphical appeal of Daytona. Close but no cigar I'm afraid."

71

WATER

We pore over the latest pics of the licence of the film Kev Costner hopes won't sink to the bottom of the box office charts...

Kevin Costner – Y-fronts man. He might be a hula-dancer befriending, indigenous-peoples irritating, more-money-than-he-can-spend movie star, but you know that at the end of the day, when it comes to choice of pants, he's got his finger firmly in the light-blue 99p-for-three down the market easy-access pie. Now I think it's pretty impressive that a man who wears baggy nylon briefs can muster $180 million to finance a film which pundits are describing as 'Mad Max in the water' (well that's what Petrea reckons, anyway), and I also think it's inspiring that he can overcome such an undergarment taste handicap. But, and I must say that this is a rather substantial but, I can't help thinking that he could have put that sort of money to slightly better use. Like feeding the poor, or giving it all to me to squander on eating and drinking. But hey, you can't have everything, and at least I don't feel compelled to wear the kind of shreddies your dad would balk at.

But I might just try on a pair to get into the spirit of things for this conversion of the as-yet-unreleased filmaciousness. The plot has you playing a heroic sailor-type in a post-apocalyptic world entirely covered in water (hence the name, strangely). Far from being a surfer's paradise of endless waves, or scuba central, this new Earth is a haven for eyepatch-adorned pirates by the score. Your job, as main hero/saviour sort is to smash the cartels of robbers and cut-throats using your swashbuckling Errol Flynn-with-a-cobb-on skills. And just how does one officiate this? Well read on, you crazy heads, and we'll tell you. (Oh, and the main rendered image to your right is from the PlayStation version, by the way.)

MEGA DRIVE.....
ACTION/FUN .....
OCEAN (IRONICALLY)...
£UNCONFIRMED ....
OUT SEPTEMBER..
ONE PLAYER.....
PLAYSTATION VERSION PLANNED.....
NO OTHER VERSIONS AVAILABLE.....

SWIM TO DADDY

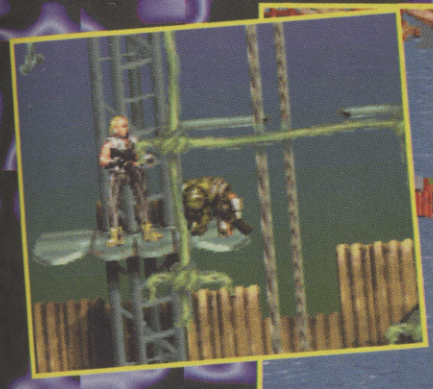
Once you reach an atoll (as the villages are known) the game switches to a side-on view platform style. Here you guide Kevin (for it is he) through the partially-submerged worlds searching for various necessary artifacts (which haven't been programmed in yet). It's got everything you could want – swimming, fighting, jumping, seaweed, the lot. But how will it play? Well, you're going to have to wait to find out, we're afraid, because Waterworld isn't going to hit the streets for a few months yet. But rest assured, once it does, we'll have a review quicker than you can say 'pants'.

WORLD

SAIL OF THE CENTURY

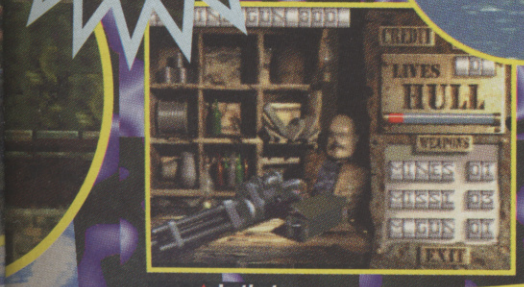
Row, row, row your boat, gently down the stream, merrily, merrily, merrily, merrily, and fight tooth and nail with a variety of high-tech weapons against the evil outlaw oppressors of the peaceful post-apocalypse micro-societies (as the song goes).

A large part of the game is spent captaining your sailboat around the danger-infested waters, searching for various little communities of peace-loving citizens. The action is viewed from a vaguely isometric perspective, giving you a decent view of a large amount of sea at once. The finished version of the game promises to include wind factors, meaning you have to keep an eye on your weather vane (at the top of the screen) to make sure you don't get blown off course – or into a swarm of pirate skiffs.

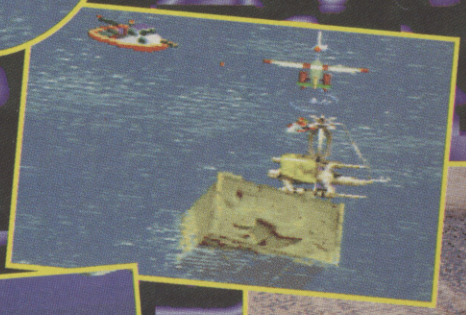


Isn't that Tank Girl up there?

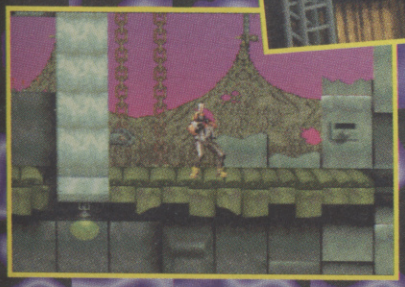
▲ 'WE WILL FIGHT THEM ON THE BEACHES.' If we can find the beaches.



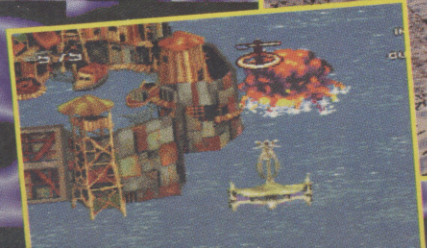
▲ Is that Kev' sans le hair?



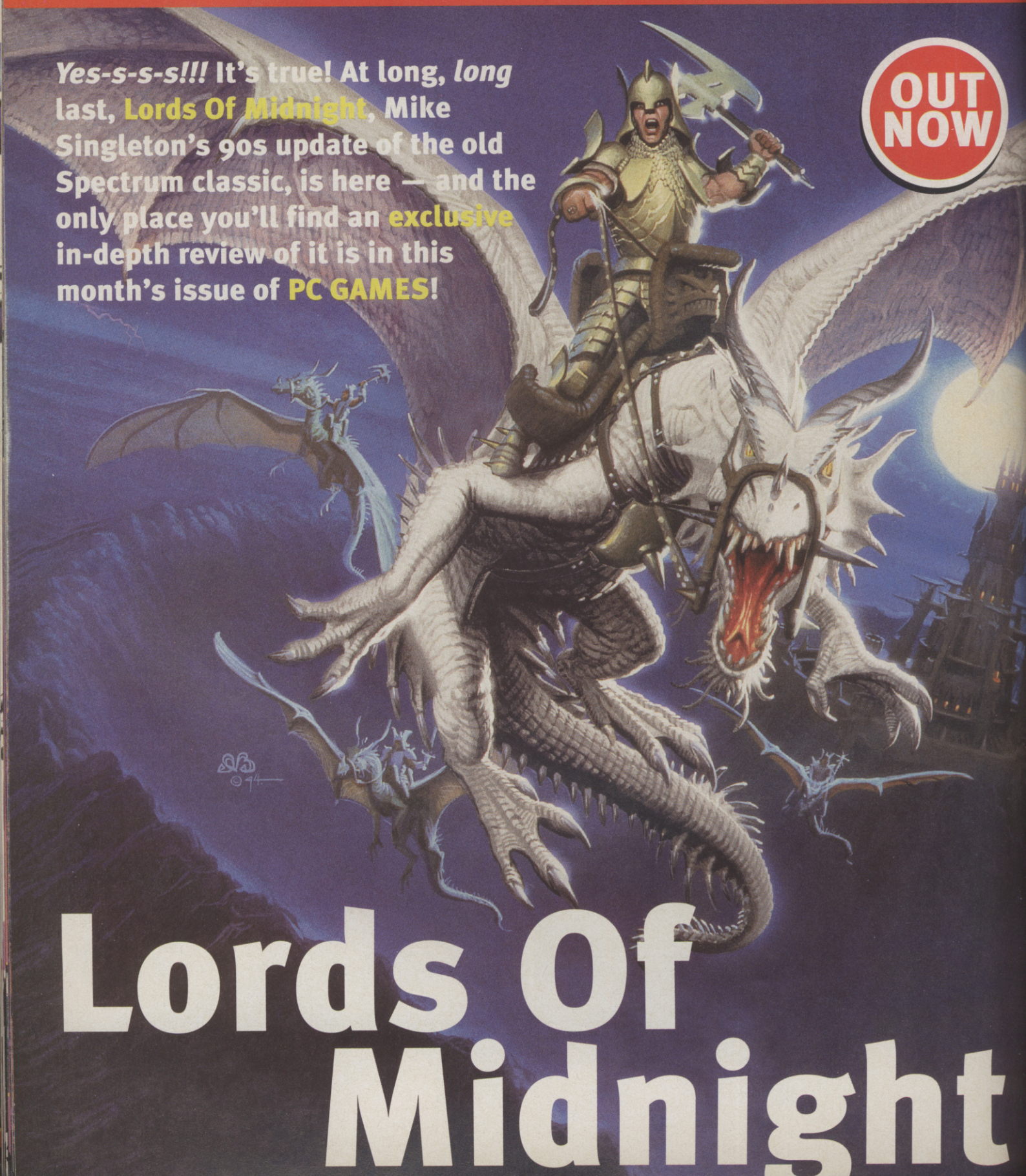
Here goes the balding one spending cash like, well, water really. ▼



▲ Inflatable arms bands are an essential accessory.



PC GAMES



Yes-s-s-s!!! **It's true! At long, *long* last, Lords Of Midnight, Mike Singleton's 90s update of the old Spectrum classic, is here — and the only place you'll find an exclusive in-depth review of it is in this month's issue of PC GAMES!**

OUT NOW

Lords Of Midnight

VIDEODROME - 72

All the latest coin-ops including:

Streetfighter Alpha!
Find out if Capcom still have their magic touch with what looks like being the very last game before SF3 finally hits us.

Virtua Striker
AM2 launch another assault on the arcades, this time they're using football and we bring you the very first pics from this mega-game.

Zone Hunter
Finally we've got a game that proves virtuality isn't something to be scoffed at. This is like a hi-tech Doom, but all in VR!

World Heroes Perfect
SNK pull a bit of a Capcom with their latest beat-'em-up. It's World Heroes alright, but is it really Perfect?

16-BIT

52 Batman/Mega Drive
54 International Cricket/SNES
54 Striker/PC CD-ROM
56 Sensible Golf/Amiga
58 FX Fighter/PC
60 Picross/Game Boy
62 Light Crusader/Mega Drive
64 Player Manager 2/Amiga
65 Pete Sampas '96/Mega Drive
66 Command and Conquer/PC CD-ROM
67 Donkey Kong Land/Game Boy
68 Baldies/Multiformat
70 Primal Rage/Multiformat

I once ran into a nutter at a bus stop who claimed to see the Batsignal when he was drunk. Please don't let this happen to your kids. Please.

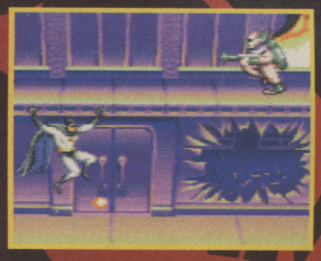
Can you imagine what it must have been like to go to school with Bruce Wayne? Every time there was a scrap in the playground he'd leap in, coat draped over his head by the hood, and break it up (thus spoiling the only entertainment you're likely to get at playtime). Copy someone's homework and that's it – handwriting samples run through the Fisher Price Batletcomputer, a comprehensive cross-check of homework results through the last five years to turn up any matching crimes, and you end the day tied to a handy lamp-post outside the headmaster's office.

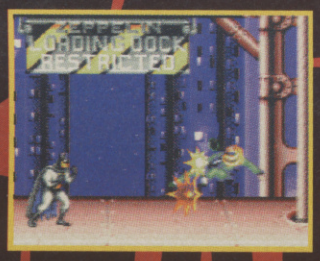
Perhaps they had to send him to a special school for budding vigilantes, where all the useless subjects like metalwork and geography are dropped in favour of ninja martial arts classes and swinging from rooftops. Although, on second thoughts, you'd need metalwork and textiles to build your utility belt gadgets and sew your spandex costume. And I wonder if they had any classes in dramatic dialogue – "No Dobson, say it like this: 'The only game you'll be playing from now on is Hunt the Soap in the prison showers, creep', how many times must I tell you?" – or escaping from death-traps? No, that's just silly. It must be a post-grad degree.

IS IT A BIRD? NO, IT'S A MAMMAL

"You'll believe a man can fly" – that's how they advertised the first Superman movie all those years ago, and they were completely right. Well I believed it, I was only about six at the time. And, thanks to Batman & Robin, you'll now believe a bat can fly. Well yes alright, we know they do already, but you get the message. What we mean is Batman flies around a bit in this game. First in his patent Batglider in a succession of top-down shoot-'em-up sections and later using a jet-pack for some side-on view shooting fun. Sadly this bat isn't fitted with radar, so you never know what's coming next.

MEGA DRIVE.....
PLATFORM.....
SEGA.....
£44.99.....
OUT NOW.....
TWO PLAYER.....
NO OTHER VERSIONS PLANNED.....
NO OTHER VERSIONS AVAILABLE.....



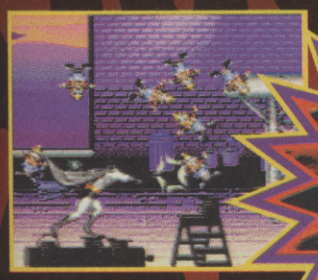


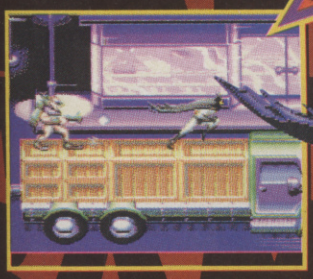
Holy suspended sucrose shootery!

Holy horror in a hat! Batman!

JOKER'S HARD TIMES

Olf there's one piece of bat-gadgetry Batman is famous for, it's the Batmobile. Sadly, that doesn't feature at all in this game, but the second most famous bit of kit – the Batarang – is in full effect. In fact, it's the combat staple of the title. There are four different versions of the Batarang, determined by the last power-up you picked up, and up to three may be fired at once (depending on how many shot icons you've grabbed). Plus, if Batman can refrain from firing for a couple of seconds, he'll unleash a Mega-Batarang which slices through rows of regular enemies and inflicts massive damage on hardier foes. Just keep an eye on the Batarang power meter in the top-left of the screen to see when your weapon is fully charged.





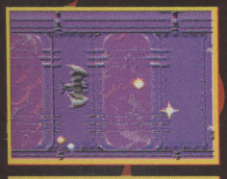
VERDICT

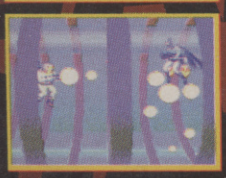
MEGA DRIVE

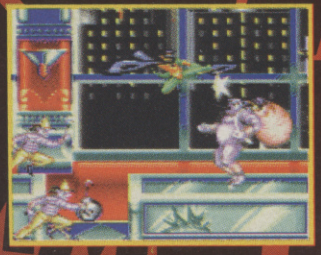
At first, I thought Batman & Robin was a pretty smart title. The graphics are nice, it's incredibly challenging and it feels not unlike a Treasure title. But after I'd played through a few levels of Batman I soon realised a little problem. Despite the variety you'd think shoot-'em-up sections and so on might offer, the game hardly changes throughout. It's the same routine over and over again, and after a while it starts to get a bit boring. That doesn't mean that this is terrible by any means, but there are much beter examples of the genre already available (most of them on discount).

RAD

BATMAN & ROBIN







Holy Cheshire feline monstrosity on Earth!

Holy glowing dancing pixies up your a-hole!

SCORES

GRAPHICS	90
SOUND	89
GAMEPLAY	83
VALUE	71
OVERALL	78

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PC CD-ROM.....
SPORTS.....
TIME WARNER INT..
£34.99.....
OUT NOW.....
ONE PLAYER.....
FLOPPY VERSION PLANNED.....
MEGA-DRIVE, SNES, GAME BOY PREQUELS AVAILABLE.....

Striker '95

It's sad, but very, very true, the PC has been sold a right dummy when it comes to football games, but times they are a changin'

This is your chance to join a team that makes a difference, a team that spits in the eye of the opposition. Tread in the footsteps of Arthur Scargill, Ken Livingstone and Peter Sellers in I'm Alright Jack as Striker '95. As top industrial activist on the scene, it's your job to holler 'Everybody out!', negotitate wage rises, extra holidays and shorter working weeks until finally reaching a series of compromises which leave you worse off than you were before when The Management threaten to draft in Korean slaves for 3p an hour.

But what will you do whilst you're not working? Well, Time Warner seem to think you'll have a few games of football, for that is the main focus of Striker '95. Actually, given that the last game with the Striker title was also a football game, it's likely we might have our story wrong. But Striker isn't just any football game, it's one of the most critically applauded examples of the genre. And now, with this update, it features rotoscoping, scaling as the players run up and down the pitch and full-on CD-style sampled sound. And quite frankly we think it's good.

SNES.....
SPORTS.....
NINTENDO.....
£39.99.....
OUT NOW.....
TWO PLAYER.....
NO OTHER VERSIONS PLANNED.....
NO OTHER VERSIONS AVAILABLE.....

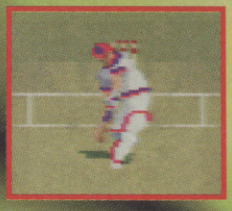
Ah, you can tell it's good old British summertime in blighty as another cricket sim breezes into the office only to go soggy in the drizzle. Oh bum, on go the covers again.

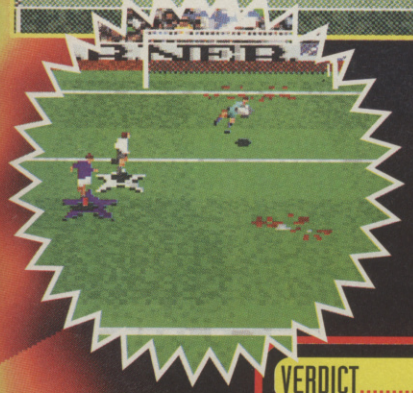
Super International

How many of you poor souls out there in gamerland have played cricket at school? Most of you I'll be bound. Even worse some of you might even have had the privilege to play for your school, which is all very well if you've got the kit for the job; whites, box (to protect your interests), pads and maybe even gloves. But, unless you've got more cash than sense, on your debut performance you'll not be kitted out to the max. Does footy shorts, trainers and half a coconut shell sound more like it? Probably.

Much as it would be great to replicate this in a cricket sim Nintendo have, rather surprisingly, elected not to. Instead they've opted for the linseed-smelling world of the international game and its stars, well kind of because Nintendo have decided on the 'made-up' names option for their cricket sim.

An interesting little extra touch that's been built in is the appeal button. Rather than automatically shouting 'Howzat' for an LBW appeal you have to decide whether your team should appeal or not. Admittedly it's hardly a breakthrough in game science, but it's an interesting little diversion.





SWEATY SOCK

Real-life actual football fans who watch games on the telly should be familiar with jovial Jock commentator Andy Gray. Well, even if you aren't, you soon will be thanks to Striker '95. For Striker '95 features the talents of the man himself, providing sampled commentary at pertinent moments during the game. Not bad, but we can't help wishing Alan Partridge was doing the honours instead.

It's in. Only it isn't, because Rad took a duff picture then sodded off to Glastonbury leaving me to do his captions.

It's Sweden. They're better at football than us according to Fifa rankings. Arse to that, we invented the bloody game.

SCORES

GRAPHICS	87
ANIMATION	90
MUSIC	82
SOUND EFFECTS	81
GAMEPLAY	89
VALUE	88
OVERALL	88

Sweden prove they're a bunch of hairy plops and not real footballers.

VERDICT

PC CD-ROM

While the consoles have been flooded with thousands of classic footie sims, the PC remains somewhat neglected in this department. Well here's Striker '95 to redress the balance. It's not bad at all, more arcade-y than simulation-y, fast-moving and the commentary adds novelty appeal. Maybe not worth buying if you've already got Striker, but worth a pop if you haven't.

RAD

Wild, tracers. Someone's been putting funny stuff on that grass.

Look, Rupert, it isn't lunch time yet. Finish your over first. COME BACK I SAID. Right, that's it, you're fired.

SCORES

GRAPHICS	75
ANIMATION	83
MUSIC	79
SOUND EFFECTS	85
GAMEPLAY	80
VALUE	78
OVERALL	80

VERDICT

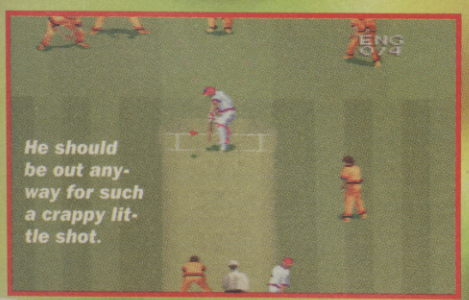
MEGA DRIVE

Cricket sims are never easy to produce. Odds on if the strokeplay's right, then the bowling will all go to cock and the fielding, well forget it. D&O's entry into cricket sims gets it mostly right with nicely defined sprites bowling and playing shots that actually resemble something like cricket. On the downside the fielding can get a little confusing at times as does the screen when play zooms out. But these are minor scratches on the metaphorical shiny new ball of the first day's play and don't really detract from a very satisfying addition to anyone's SNES collection.

SIMON CLAYS

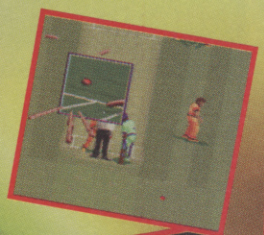
LAND OF THE GIANTS

Help! Run for your lives the giants are back they don't like your little men much at all. If you want a brush with these huge fiends go into the field select screen and select custom. A giant hand appears and you can pick up your helpless fielder by the head and watch his puny legs kick back and forth before setting him down with a corned-beef head.



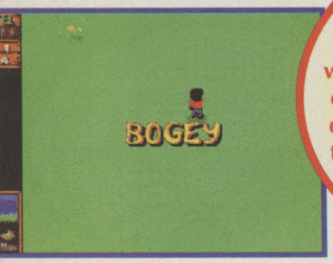
He should be out anyway for such a crappy little shot.

Hah! We English are unbeatable. Sometimes.

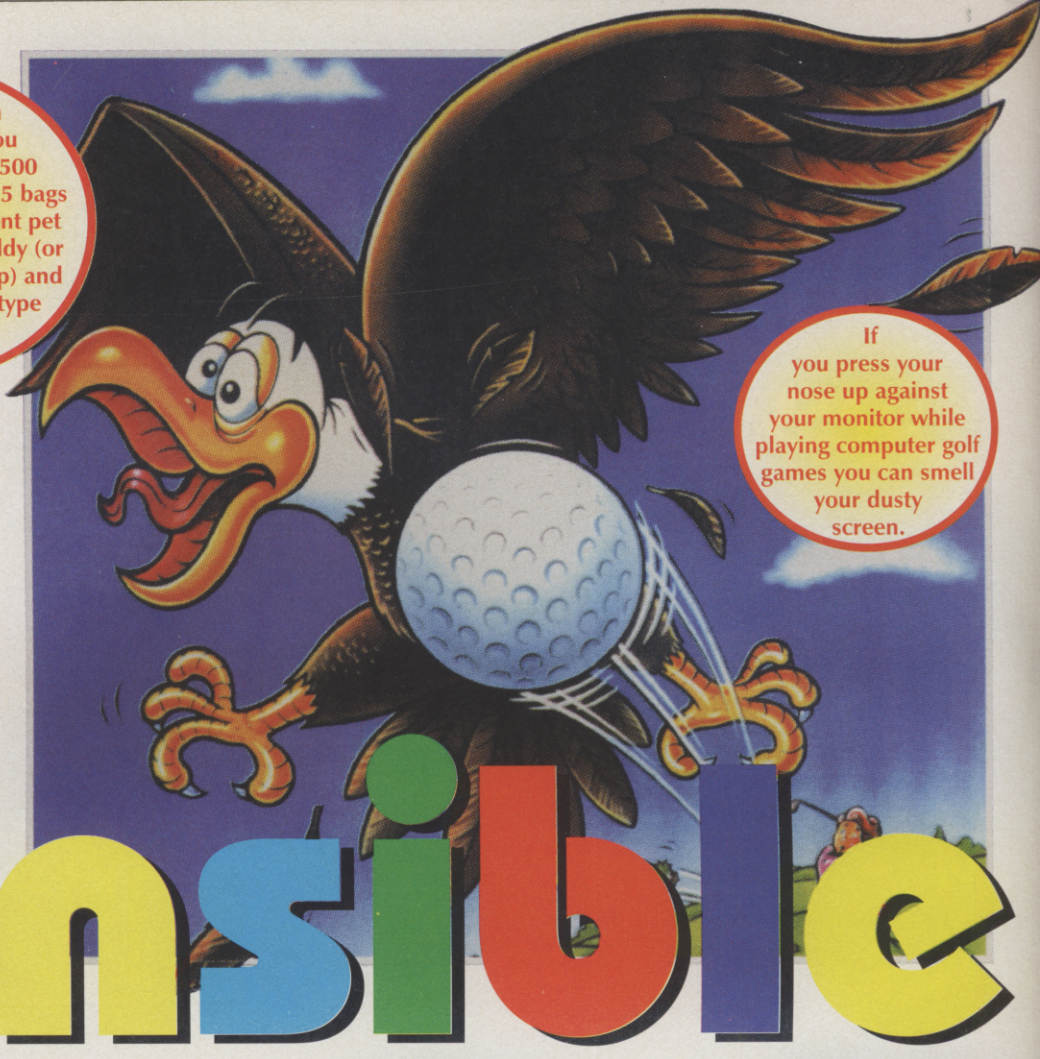


No, you fool, you're running in the wrong direction.

Cricket



To play real golf in your bedroom you would need over £500 worth of turf, at least 5 bags of sand, an incontinent pet dog, a small Irish caddy (or the pet can double up) and a Charles Manson type father.



If you press your nose up against your monitor while playing computer golf games you can smell your dusty screen.

Does the world really deserve another simulation about sticks, holes and meadows? Sensible think so, but do we?

Sensible Golf

AMIGA
GOLF SIM
SENSIBLE SOFTWARE
£29.99
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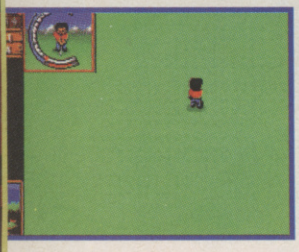
1-72 PLAYERS
PC VERSIONS PLANNED
NO OTHER VERSIONS AVAILABLE

Golf games eh, who needs 'em. Every last one of them looks the same or plays the same. Admittedly the nature of simulation doesn't exactly encourage freedom to try a fresh approach, but with golf titles every one uses the same technique to thwack the ball into its small round hole. You know the one, the old power-bar-meets-button-pressed-two-or-three-times approach. So, it comes as little surprise that Sensible's effort uses the same process to execute your shots. But hey, at least they've presented their version of the sport in their own inimitable way.



If real golfers lived in your room with you they'd all be cramped up and sweaty and it'd be really noisy and Bernhard Langer would cuss you in German while getting his blonde curly pubies all over your Pamela Anderson 'watch and wipe' plastic-backed bedspread.

Once technology allows it, game characters will wear texture-mapped diamond Pringle jumpers and bit-mapped crap trousers and talk plop to one another.

Bing Crosby died on a golf course, interestingly enough this has never been simulated in a game.

If you laid all the computer golf gamers' in the world end-to-end they'd be able to see up each others' bottoms.

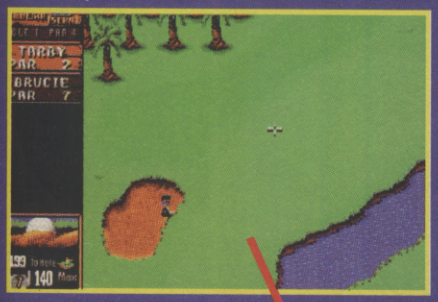
Playing real golf is harder than hitting a power-bar a couple of times

You can't tread in dog crap playing computer golf, unless you have an incontinent pet at your disposal.

PRO-CELEBRITY GOLF WITH TARBY AND BRUCIE

Computer golf characters have to wear the same trousers every round and subsequently smell of wee.

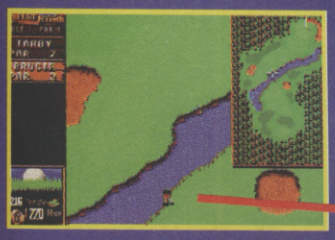
Stuck in the bunker Tarby reels off a combination of crap scouse 'ho-ho, Hitler's bunker' puns while sweating profusely through his Kashmir-diamond fashion affrontary.



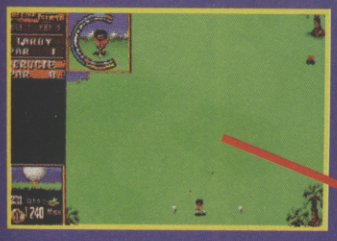
The pressure's on Tarby, but against the odds he sinks a 'monster greenie', which sounds altogetherly snotty and nasal. Anyway, Tarby takes the ho-ho-hole.

Tarby's caddy is none other than his own spawn, Lisa. How unfortunate then that she was found just off-screen with a nine-iron where the comedy gap in her teeth once was.

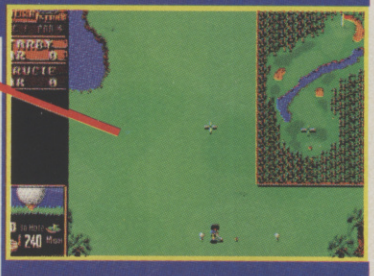
Brucie's eighth shot flies straight into the hole, to an unexpected shriek of "Carumba!" from his excited wife.



Tarby's third leaves him on the fringe, of the green that is, not Brucie's hairpiece.



Enter a tap-dancing Brucie equipped with his infamous syrup and his less famous, but incredibly beautiful Venezuelan-Miss-World-finalist-wife/caddy. Now if that isn't a good enough reason for getting yourself a ginger birds nest, what is?



The gap-toothed king of the golfing sweater kicks-off with a one wood as opposed to a wooden one, which most of his gags seem to be.

VERDICT

AMIGA

Sensi Golf is a pleasant change from the oh, so serious simulated 'listen to the realistic bird calls on the 13th Tarquin, the programmers actually went to the course at dawn to sample that Crested Warbler?' type of game that we've come to know and yawn at. Playwise, Sensible Golf is very much akin to the all-sim-and-no-stim bunch, employing the traditional power bar technique to whack your ball, but with a much more console comedy feel to it. There's loads of courses and compo's to enter and even a jersey and slacks editor to play Burton man on. If there's a downy downside then the power metre's too small, but it's not that much of a hindrance 'cos we've learnt a lesson; golf can be fun.

SIMON CLAYS

SCORES

GRAPHICS	79
ANIMATION	77
MUSIC	78
SOUND EFFECTS	70
GAMEPLAY	84
VALUE	80
OVERALL	85

In computer golf a true handicap would be to own no fingers on either of your hands.

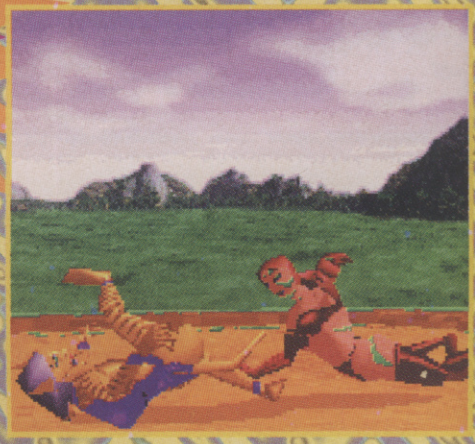
PC CD-ROM
BEAT-'EM-UP
PHILIPS
£UNCONFIRMED
OUT JULY
DIFFICULT
FLOPPY VERSION PLANNED
NO OTHER VERSIONS AVAILABLE

FX FIGHTER

After ruling the technical roost for years, the PC finally has to fight back against upstart consoles...

Those readers with strange, freak sponge memories – like that bloke on Record Breakers who could tell you what day any particular date past or future falls on – may remember when we last showcased FX Fighter. It was on the cover of issue 157, represented by a rather alarming-looking woman holding a giant cheese puff. Well we're sorry to report that the finished game does not in fact contain any kind of savoury snackage. Neither cheese puffs nor Twiglets nor e'en porky scratching. It's what you'd have to call a nibbles-free zone (unless you count a couple of the characters feasting upon the live bodies of their opponents). So sorry if any of our beer-gut owning readership feel cheated.

But don't weep, for the finished version of the game features more than mere bar snacks can provide. Like texture mapping (although if you eat enough Twiglets you're very likely to 'texture map' the floor), and special moves and aliens. And, of course, there's the de rigeur 3D one-on-one beat-'em-up fun we're seeing so much of lately. The difference is that this example of the genre is on PC, breaking the console monopoly on swish arcadey games. Next thing you know the PlayStation'll be swamped by lengthy war game scenario things with crap graphics and no sound, or Spectrum emulators.



A quick morning aerobics sesh with Lizzie.

ALIEN GUNS-BORG

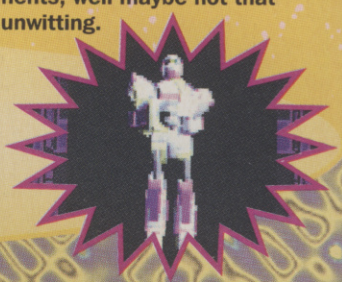
Like all games of this type, FX Fighter gives you a choice of wildly differing characters, each with their own personal attributes. And just so's you can get a feel for the cast here's a run-down of the four most interesting ones.

MAGNON A rock-beast of the first order, Magnon is made entirely of crusty lava. As you might expect from this sort of character Magnon is very strong but not particularly agile. His Lava Breath and Bearhug moves are the most impressive.

SHEBA A kind of cat-woman feline claws-ahoy character. Her animation is absolutely superb, as are her contortionistic kicks and throws. And she's named after some cat food, which on the good or bad list is without a doubt on the bad one.

VENAM If you like Praying Mantises Venam's your man (or rather your insect). Able to spit poison (unlike real Manti), bite the faces/nethers of his foes, and makes clicky insect speech noises when he wins, which in the insect world translates as 'I won.'

CYBEN 30 With a name like that, it's a good job he's a robot, or he'd get a lot of stick from his mates. His flying Blastoff Throw and electric Cyben Shock close-to moves cause rucks of damage on his sometimes unwitting opponents, well maybe not that unwitting.



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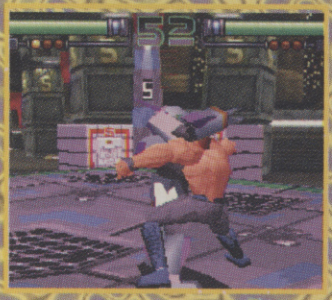
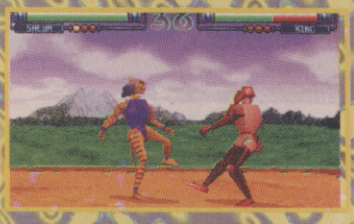
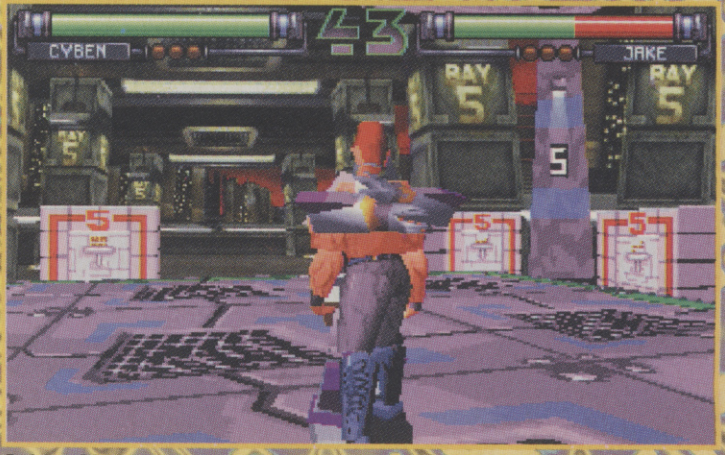


What goes up must come down; and usually on your head.

PARTY OF EIGHT

If you've got loads of mates, well, you're reading the wrong magazine for starters, but anyway *if* you've got loads of mates, you may be interested in FX Fighter's fab tournament mode. This allows up to eight lucky participants (ha ha – that said pants) to face off against each other. Simply pick your character(s), enter your name and the computer does the rest. Apart from the actual fighting. It does, however, work out all the final rankings and placements, so you'll quickly establish a social pecking order.





Pulp: a film, a pop group and what Jake is just about to be beaten to.

VERDICT

PC CD-ROM

In the grand scheme of things, FX Fighter isn't the best game of its type on the market. But you can't really expect to get Virtua Fighter 2 on a PC anyway, Pentium or not. FX Fighter is, however, a pretty splendid game with an impressive collection of special moves and combos. The only real problem is that the amount of button-bashing required seems disproportional to the actual combat displayed on-screen (and can lead to some sore fingers). If you're just after a straight beat-'em-up, I'd probably rate Street Fighter over this, but if it's atmosphere and general excitement you're after, check out FX Fighter.

RAD

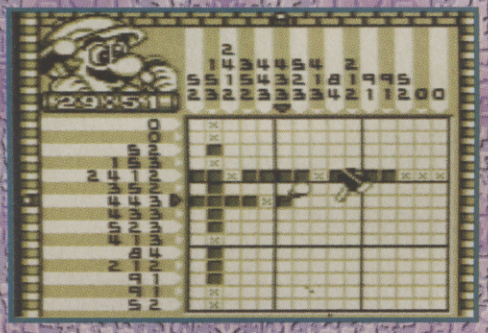
SCORES

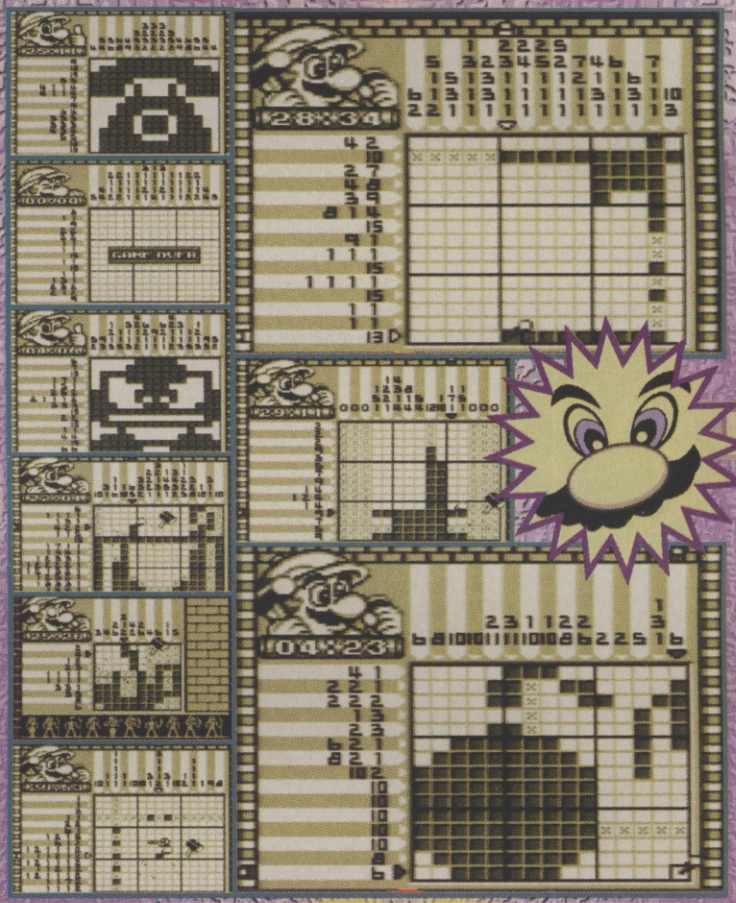
GRAPHICS	95
SOUND	93
GAMEPLAY	87
VALUE	90
OVERALL	89

picross

CVG GOLD

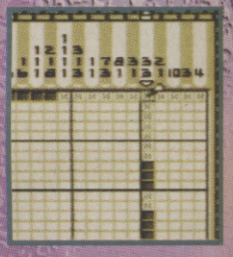
Lock up your geometrics – there's a Game Boy puzzle title in town, starring you know who...





Mario – surely the Bob Hope of the games world. The elder statesman of gaming with a vast number of starring credits to his name, Mario is now getting on a bit. And let's face it, times change, and who knows if Mario's brand of fun still retains its appeal. So rather than tarnish the legend with a succession of comeback games, Mario is growing old gracefully, confining his career to guest appearances in a succession of puzzlers. Like Bob Hope going to the Oscars. Except Mario can still walk. And speak, probably.

So he's not like Bob Hope. He's more like Danny Baker. You name it, even if it's got nothing to do with him, you'll see his chubby face on the title screen. Take Picross – it's a game about drawing. Now you might take Mario Paint as qualification enough to host a game like that, but that wasn't exactly an artistic tour de force. It's like saying Pets Win Prizes gives Danny Baker licence to run a zoo. Still, I suppose a pretend plumber's got to earn a crust somehow.



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OUT JULY
ONE PLAYER
NO OTHER VERSIONS PLANNED
NO OTHER VERSIONS AVAILABLE

VERDICT

GAME BOY

It's nice to see a Game Boy puzzle game that isn't a Tetris clone, and it's even nicer to see one this addictive, original and rock hard. In Picross it pays to take your time and look for logical clues, as opposed to the thinking on your feet of most puzzlers. There's always a way out of every fix, but finding it isn't always obvious. Basically, this is the best game of its ilk currently available, and let's hope it gets converted to every other format in the world. Completely and utterly ace.

RAD AUTOMATIC

PAINTING WITH NANCY

The basic concept of Picross is simple – you have to draw a picture. At the start of the game you're faced with a blank grid, certain squares of which need inking in to complete the sketch. Numbers at the top and left-hand of the grid dictate how many adjoining squares need inking in that column (or row), and more than one number indicates more than one link of ink. So 3, 3, 1 means there are two three-squares chains and one single square requires filling in that line. Simply cross-refer the two sets of numbers to work out what goes where. But beware, fill the wrong box and a cumulative time penalty (starting at two minutes and doubling every mistake thereafter) lashes out at your meagre 30-minute time limit.

SCORES

GRAPHICS	51
SOUND	27
GAMEPLAY	96
VALUE	94
OVERALL	96

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MIDDLESEX

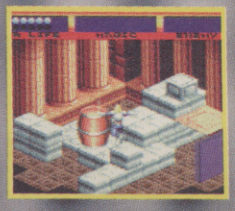
MEGA DRIVE.....
RPG.....
SEGA.....
£UNCONFIRMED....
OUT AUGUST.....
ONE PLAYER.....
NO OTHER VERSIONS PLANNED.....
NO OTHER VERSIONS AVAILABLE.....

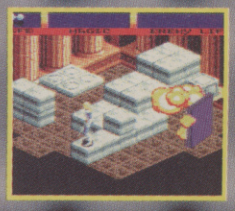
Mega drive whizz-kids Treasure are back – can they continue their uninterruptred run of success?

Light Crusader

MAGIC OUR MORRIS

As a one-man army of doom flying in the face of terror you'd expect our hero to have some magic at his disposal, and you'd be damn right. In fact, he's got four types of magic at his disposal – Earth, Water, Air and Fire, each element is powered-up by various magical tokens spread around the game. Various combinations of elements are used to create up to 15 different spells – one for every occassion, from fighting to flighting.





▲ *Looks a bit like one of those old Ultimate games, doesn't it?*

Plenty of puzzles and traps to keep you busy, young adventuring chappie.▼

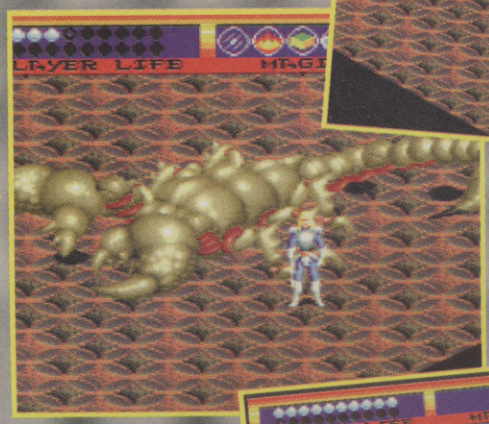
If it was curiosity which killed the cat, it was valour which spat on the corpse and giggled. Let's face it, inquisitive lone adventurers – the staple diet of RPGs – set themselves up for some real trouble. Take Barry Light, for example. He's one of those unproven swordsman fate has selected to become a legendary hero, just because he happened to stumble across a hidden catacomb while poking around in an eerie graveyard. Now for most people, this is where the warning bells start a-ringing and you get the flock out there, never to return. But not Barry, oh no. He's in there like a jackrabbit, sword at the ready. And what does he find in there? Why,.a horde of evil monsters and a series of impassable death-traps laid by an equally evil sorceror. Now even if you'd been stupid enough to go down in the first place, that is definitely the point at which you run screaming back to the local army barracks and have a squad of armoured-up warriors steam in and do the dirty work for you. But not Barry. Oh no. Well Baz, don't come crying to us when you have all your limbs severed and organs splayed by the doyens of Beelzebub.

And thus begins Light Crusader, the latest title from the revered Treasure stable. Something of a departure from their usual mix of distinctive graphics and frenzied gameplay, this is an isometric view RPG with the emphasis very much on puzzles. Although you'll still need a steady joypad hand if you want to complete the bleeder, it's your brain that takes most of the strain.

▲ *Some of the locals are actually friendly – as long as they're trying to sell something to you or getting you to perform little 'favours' for them.*

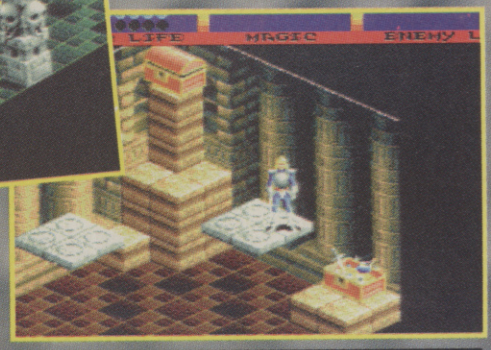
▲ *Erm, try hitting them with your sword or something. Or stand there and die!*

The hazards of lighting your farts – exposed.▼

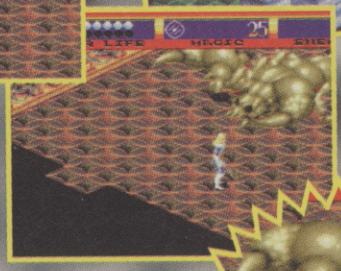


▲ Rad's taken lots of pics of the same thing. Kill him.

▲ Don't think much of your bird matey-boy.



▲ Some of the bosses as as big as they are dangerous. What our hero wouldn't give for a can of Vapona right now.

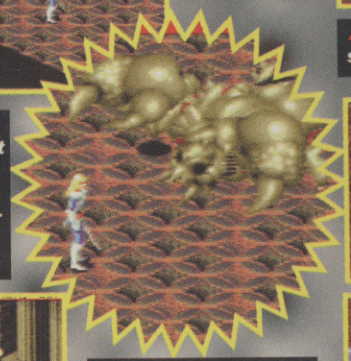


▲ Ooh, treasure. It's a bit better than the scabby wages we get.

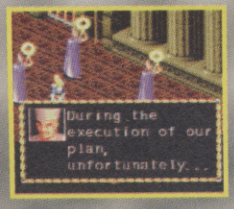
BIG CHOPPERS

Magic might be handy for getting you out of tight spots, but it's still a bit of a ponce's game if you ask us. So the Johnny Hard types among you will no doubt be pleased to hear that your character also has the use of some rather fine weaponry. He starts the game with a regular sword which can be traded in for more dangerous tools of combat. Which is a good thing, because as you might expect from Treasure, Light Crusader features a lot of huge and rock hard bosses (one at the end of each stage in fact), along with a gamut of startlingly tough in-game enemies.

▲ However, when you've got no bug spray, a large sharp prodding implement such as a sword will do.



▲ Alternatively, running away really fast is a good option when the chips are down.



VERDICT

MEGA DRIVE

Light Crusader is certainly a surprise given Treasure's ultra-colourful and cartoony history, but I doubt you'll find many people complaining. Light Crusader is more of a sprawling and episodic puzzle game, with each room of the massive dungeons containing a single task (and maybe some combat) which needs to be completed before moving on to the next room, where the process is repeated. This might annoy RPG purists, or non-stop action fiends, but anyone looking for an absorbing and challenging break from the norm would do well to check this one out. It's nice to see something different.

RAD

SCORES

GRAPHICS	84
ANIMATION	91
MUSIC	81
SOUND EFFECTS	80
GAMEPLAY	84
VALUE	92
OVERALL	85

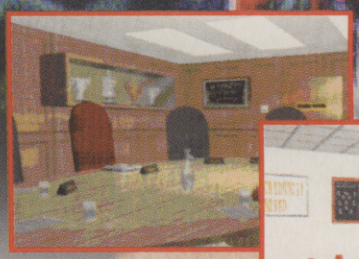
SON OF A PITCH

Player Manager 2 lets you do just about everything feasible in the modern game.

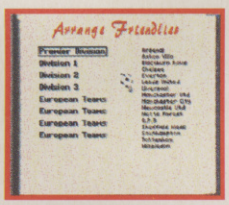
And there's four different view-points for the action game so you don't get bored!

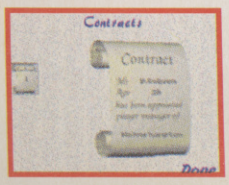
Football management who'd do it eh? About a quarter-of-a-million of you if the sales of PM1 are accurate. So, who's up for another stress induced season then?

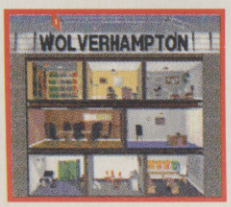
PLAYER Manager 2



AMIGA.....
STRATEGY.....
ANCO.....
£19.99.....
OUT NOW.....
ONE PLAYER.....
PLAYSTATION VERSION PLANNED.....
PC-CD ROM VERSION AVAILABLE 13YTH JULY...







It's odd isn't it, footy management games have all the elements of the professional game in the nineties with the exception of the cheating. I've yet to see a simulation that features a corrupt keeper that takes backhanders to swing the game. Or a title that boasts a management mode that allows you a bung as part of your transfer deal. No siree, residents of Gametown don't use drugs to enhance their performance and they don't cheat (well-ish).

In the noblest spirit of the game Player Manager 2 features none of those naughty elements above, although you can bet that there's some cheats somewhere. Being a footy management sim it goes without saying that you can do practically anything concerned with the greatest of sports, but PM2's greatest asset is that it allows you to play an updated version of Kick Off 2 (that old classic). It's a neat combination, stats and tactics for the pure sim freaks and some joystick wobbling for those who like a little more than just numbers.

VERDICT

AMIGA

Player Manager 2 has been a longer time coming than a decent Mega-CD title and Rad's CD player from Sony for winning a gaming compo put together. But it's here now and it's been worth the wait, absolutely full to the brim with features and nice touches. Take the playability that wowed gamestrels from Kick Off 2 and add practically every dimension of footy management you can and you've got Player Manager 2. Blend that together with a play level that can be tailored to suit anybody's particular preference, without ever upsetting the game's strategies, and you have yourself a winner. Watch out for the PlayStation version next month.

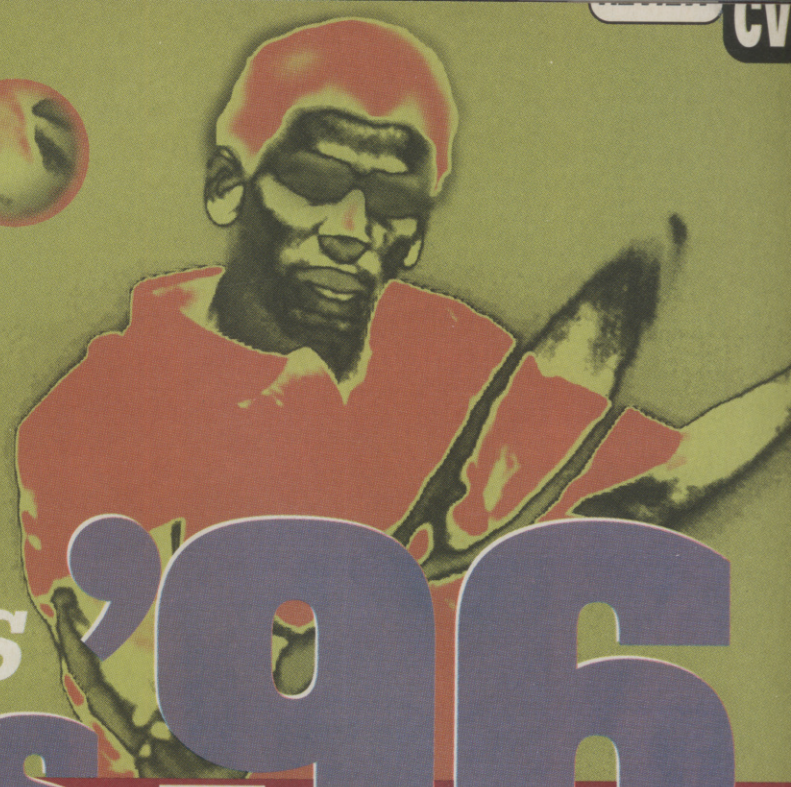
SIMON CLAYS

SCORES

GRAPHICS	70
ANIMATION	68
MUSIC	74
SOUND EFFECTS	84
GAMEPLAY	90
VALUE	88
OVERALL	85

MEGA DRIVE
SPORTS
SEGA
£44.99
OUT JULY
FOUR PLAYERS
NO OTHER VERSIONS PLANNED
NO OTHER VERSIONS AVAILABLE

Pete may have been knocked out in the first round of the French Open, but in the Mega Drive world he's top thanks to the Codies...

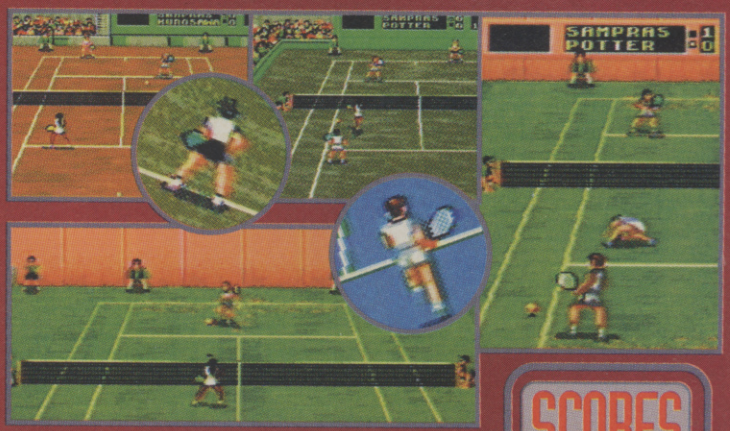


Pete Sampras '96 TENNIS

Tennis is a cooler than it used to be, back in the days when it was all Ginny Wade with her posh voice and Jimmy Connors with that naff haircut. Now we have the model-like Sabatini and Seles, Agassi looking like he's about to go surfing rather than serving and all those trendy luminous racquets. Not forgetting Pete of course, Wimbledon Common champ and certainly the best player down our rec'.

If you play as Mr Sampras in the Codies' latest addition to their sports game portfolio it doesn't guarantee that you'll win every tournament, though. Pete Sampras '96, like the Codies' earlier Brian Lara goes for the realism factor big time with plenty of the rights sounds and effects that really simulate the sport well. The first Sampras game was an excellent game, but the '96 version has the players throwing tantrums (and their racquets) and each player's stats truly reflects the way that they'll play so Sampras is a good server, whereas Potter hasn't won a tournament yet (he's British). The sound is realistic with the crowd, shots and the umpire's speech being top notch.

The action replays are the most fun when you're in the multiplayer mode (it's a J-Cart of course): teasing your opponents with those cannie drop shots, or the top spin that you inflicted on the ball with that nifty aftertouch. Oh and in true Blur spirit there's Boys 'n' Girls, playing together in true equal Nineties style.



VERDICT

MEGA DRIVE

Sampras '96 is a tidy update of what was already a good multiplayer tennis game, and the sound effects, player tantrums and anims all add to the feel and authenticity of the game. The players react and play to their world ranking and reputations, and the game has more options than Cindy Crawford in a singles bar. The only drawback is the perspective which makes it difficult to judge certain shots, especially when you're at the far end. Once you master the control system however, you'll find an armoury of shots and not a drastically different game to the original and fine sports sim nonetheless.

GARY LORD

SCORES

GRAPHICS	85
ANIMATION	80
MUSIC	80
SOUND EFFECTS	85
GAMEPLAY	84
VALUE	88
OVERALL	85

PC CD-ROM.....
STRATEGY.....
VIRGIN.....
£UNCONFIRMED.....
OUT NOW.....
ONE PLAYER.....
NO OTHER VERSIONS PLANNED.....
NO OTHER VERSIONS AVAILABLE.....

War, death, disease, famine and pestilence. These are the main ingredients in the mixing bowl of a game's primordial beginnings. Well, maybe not if your some kind of cutesy piece of crap, but in C&C's case...

COMMAND & CONQUER

CVG HIT!

Look, loads of neat toys to play with. Bags the plane, sir.

You'd think that with all the wars raging away in the world, you lot out there might actually get a little sick of the stuff. You know like make love not war? Don't you want to play a subsistence farming sim where you have to mass produce Quorn and launch your own range of veggy stuff while being kind to sheep?

Don't you want to aspire to a higher ideal and be in touch with the Universal mind. No, you want to ravage and destroy things. Take life, not inspire it. That's why you'll love Command & Conquer 'cos you're an evil, scheming so and so. You take control of one of two warring sides, the 'nice' UN Global Defence chaps or the 'nasty' Brotherhood.

Each side has its own technology and weapons systems which it's your job to develop as well taking part in the ensuing skirmishes. This is a big game with plenty to learn from just one side, but with each side needing a differing strategy C&C's life is expanded still further. Add the four player link-up and it's down on one knee to wiggle your stick to the great god of gaming Gamos revered deity of the classic title.

A great combination of mining strategy, which you might not think is the most interesting of topics but is, and fighting coupled with Sim City style construction. Sounds daft, but is really engrossing.

RENDER BENDER

C&C's not just a question of great playability you know. It's got more trimmings wrapped neatly around it than your average Christmas dinner. There are literally hundreds of rendered sequences that feature in play. Check these shots out.

VERDICT

PC CD-ROM

It's a little gob-smacking really, in this age of graphics led titles along comes Command & Conquer with its ripe fat belly of playability which you can't help but gorge yourself on. That's not to say that C&C's graphics aren't nifty though, the sprites are well defined and there's masses of cut-outs which play as your campaigns develop. This is truly a great game. If you liked Dune 2 then C&C will be just your cup of post-apocalyptic tea and will keep you in a warmongering frame of mind for months. But be warned, too much of this and you'll be disembowelling little old ladies with your Swiss Army knife.

SIMON CLAYS

SCORES

GRAPHICS	90
ANIMATION	88
MUSIC	87
SOUND EFFECTS	90
GAMEPLAY	93
VALUE	90

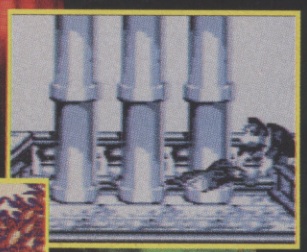
OVERALL

93

GAME BOY
PLATFORM
NINTENDO
£44.99
OUT NOW
ONE PLAYER
NO OTHER VERSIONS PLANNED
SUPER NES VERSION AVAILABLE

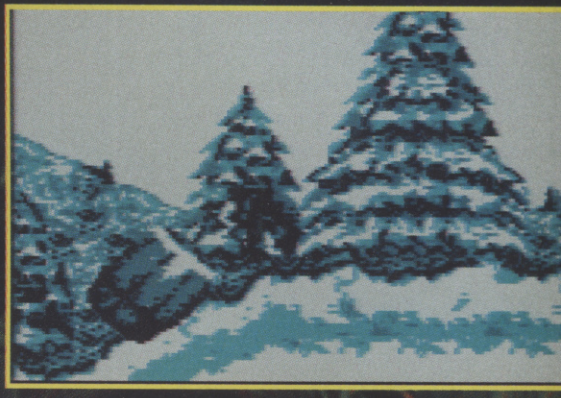
Finally, after far too long a wait, you're in for some monkey-spanking action – in the palm of your hand!

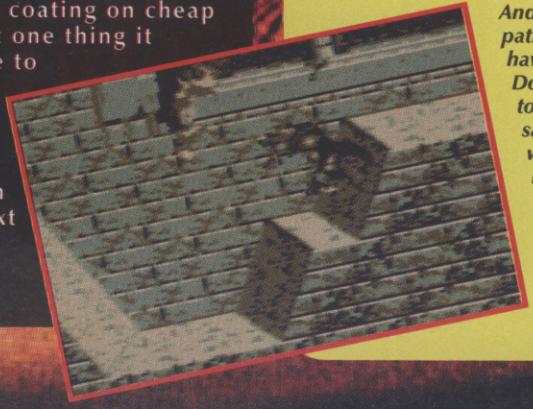
DONKEY KONG LAND



Donkey Kong has never been your average chimp. No, he doesn't go in for pointing his backside at people or chucking turds at the other primates in the cage, he's an action-simian – a rare breed who's learned to battle evil, rescue maidens. And wear pants. The sort of ape you'll find scaring explorers Michael Crichton's blatant DK rip-off Kong-o. In fact, if it was up to Donkey Kong, there wouldn't be any explorers in the first place, because he'd have ripped off all the secreted jungle treasures himself, and spent the money on bananas.

Mind you, it's not like Donkey Kong, or his diminutive sidekick Diddy Kong, need the cash anyway. After years in the gaming wilderness they surprised everyone with a triumphant fully-rendered comeback in the form of Super NES Donkey Kong Country. And now the lucky skunks are set to repeat this performance in a scaled-down (though no less technically-accomplished, it would appear) Game Boy version, entitled Donkey Kong Land. Like its predecessor DK Land is a platform escapade with digitised-effect 3D-style graphics which aren't really 3D (a bit like chocolate-flavour coating on cheap biscuits). But one thing it does promise to have is skipfuls of playability. Find out if this is true in our reiew next month, ape-fans!





DONKEY KONG & MARIO –

The parallels between the respective careers of performing duos Robert De Niro and Harvey Keitel and Donkey Kong and Mario are uncanny. DK and Mario both started their working lives in the same feature – Donkey Kong, with Kong (obviously) taking the starring role. Donk's position as the hard man of games continued through a couple of sequels, but then the home consoles arrived, and Mario, in his first leading role, outshined his former pal. Relationships between the pair soured for a number of years as Mario's ascent to superstardom continued while the Donkster languished in obscurity. That was until the amazing Mario Kart, which reunited the formidable pair and introduced DK to a whole new audience. And now the career paths would appear to have reversed, as Donkey Kong Country took the Christmas sales charts by storm, while all Mario can manage is the occassional bit-part in a puzzle game (see PIcross review, this issue). And watch out for DKC

PC CD-ROM, 3DO, AMIGA, MACINTOSH..

STRATEGY.....

GAMETEK.....

£39.99.....

OUT SEPTEMBER...

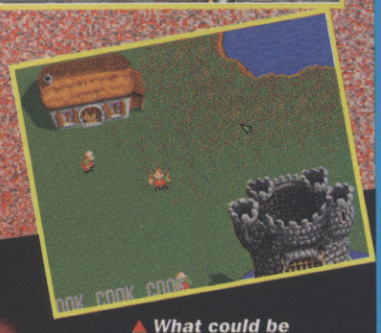
TWO PLAYER.....

NO OTHER VERSIONS PLANNED.....

NO OTHER VERSIONS AVAILABLE.....

A cursed Earth where gradually we all go bald.

▲ Clicking on the houses you'll build will let you have look at who lives where.



▲ What could be worse than thousands of tyrannical Telly Savalas' running wild.

Baldies is basically a god game. A god game about bald blokes. So, does this mean that the all-knowing, all-avenging omni-present supreme being is follically challenged? Suppose it makes a certain degree of sense, after all we're talking about the oldest thing in the universe, it stands to reason that hair-loss would be inevitable. But would our Lord go for a graft or the more obvious syrup? Can't be much fun fighting Satan in a ginger wig, can it?

Baldies, as the subtlety of the game's name suggests, will be about an indigenous race of slap heads who it'll be your job to guide through their chrome-domed lives. The basic aim of the game is to dominate the comedy world of Baldy using different types of slappy-chappies to perform tasks in the same manner as games like Populous and Settlers. And unfortunately for the hairier inhabitants of the world, their demise is a judge of your success and subsequent progression to pastures new. Being on a comedy tip, Baldies features some fairly bizarre levels, they'll vary from your bog-standard Egyptian level through to a mad mushroom world.

Using the standard icon-based control interface you'll be able to command your hairless heroes to your heart's desire in a bid to dominate the hundred or so lands that exist in Baldies. The system works by simply picking up the relevant Baldy and dropping him in your designated area and setting him to work.

As you'll probably have guessed from what we've been rabbiting on about, Baldies has a heavy strategy angle. You'll have to combine expansion with invention in your bid for dome-ination, utilising your scientists for the invention of weapons like an exploding cow (believe it or not it's one of the comedy weapons involved), while your builders maintain housing for your ever increasing population - these bald folk are worse than rabbits, well they could hardly be hares (groan).

The artificial intelligence aspect of Baldies will mean that both you and your enemies get smarter as you progress deeper into the game. Your little follicle-free-fellas get better at their job as you develop, as does their overall technological level.

Just to dispell total comparison to the god games, Baldies keeps its scalp shining firmly towards stupidity. For example, you'll be able to subversively sneak your Baldies in trees so that they can surprise advancing enemies and they'll be able to perform other unlikely bald-headed chores like flying or walk on water. Oh yeah, there's also supposed to be some snowball yielding enemies to plunder as well.

What with a four-player networked game and a two-player modem option and a whole load of cut-scene animations, Baldies should be the revolution wiggies and bone-heads have been wishing for since the first bald bloke shyly shuffled into the knitting shop to purchase a woollen wig. Rest assured that CVG will bring you the full hair-free review as soon as it's possible. And you can count on us not to leave one single pube anywhere near the page.

Calling all people who are afflicted with a severe hair-loss problem. There's a game coming out soon that'll keep you nice and slappy. Read on.

BALDIES

TO BALDLY GO...

Baldies utilises four different types of err, alopecia afflicted chaps. Success will come from using their skills to the utmost.

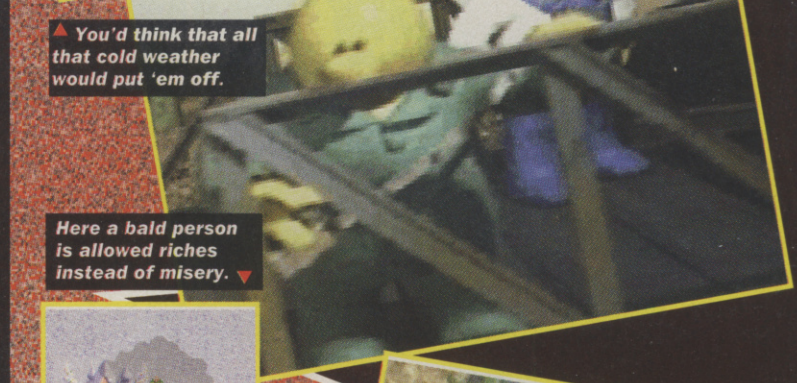
Workers: The bread and butter of your society. They're the only ones who can procreate, but being shy they only breed indoors - how dull. Recognisable by the workman's bum and crack across their domes.

Builders: Walk around looking for places to build along with 'doing-up' houses and the odd loft conversion. They also like to whistle at the baldy women while pricing a job up with the customary sharp intake of breath and tap on the wall with a pencil followed by "Wet-rot mate, this is gonna cost yer."

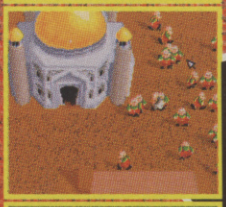
Soldiers: Defenders of the home fires and eliminators of hair-possessing tribes. Under your control these little exponents of mass follicle genocide will perform the soldier's role; to murder, pillage and, er, more pillage for the good of all things hairless.

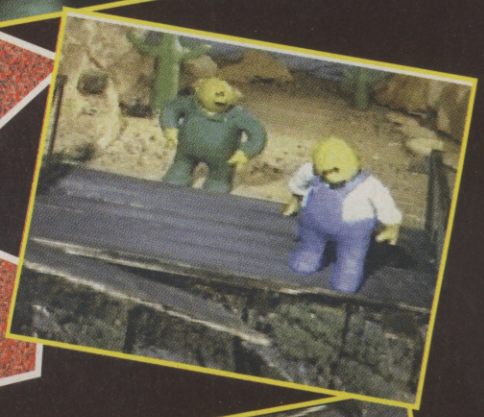
Scientists: The Tefal heads build and design instruments of death for you to utilise as well as inventing ways to render the world bald. Little hairless Hitlers or what?

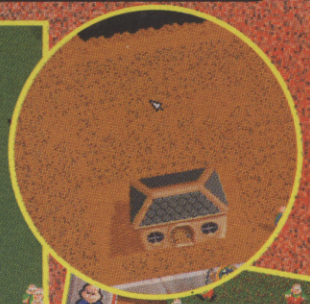
▲ *You'd think that all that cold weather would put 'em off.*



Here a bald person is allowed riches instead of misery. ▼







▲ *Living proof that slap-caps live like normal humans.*

▲ *The Baldies barber's goes bankrupt.*

HURRAY FOR HAIR-LLYWOOD

Baldies features a full pot of hair-restoring, stop-motion, clay animations that tell the hair-raising story as it parts before your eyes. Check this bald geezer out. Does he need a nice shaggy perm wig or what?

MULTIFORMAT
BEAT-'EM-UP
TIME WARNER
£TBA
OUT SEPTEMBER
TWO PLAYER
PLAYSTATION, SATURN, MEGA DRIVE, SNES, PC, AMIGA,GAME GEAR VERSIONS PLANNED
COIN-OP VERSION AVAILABLE

PRIMAL

Will it be a Killer killer, or a Mortal Murderer? Those are two games who's success is guaranteed, but Primal's the dark dino lurking on their horizon...

Primal Rage is one of those coin-ops, like Tekken and Killer Instinct, which on the surface seemed nothing more than one big gimmick with almost zero gameplay. Then, once a few moves have been gleaned from the scabby bit of plastic on top of the machine, it turns out to be one of the best bits of hardware sitting in the arcade.

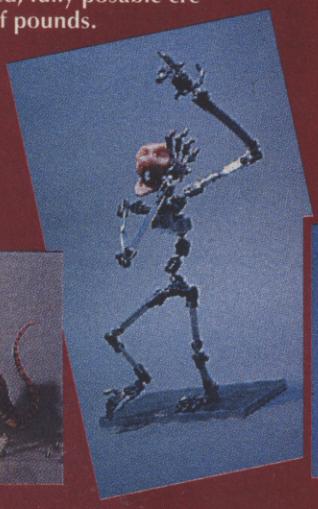
Since then Primal Rage's success has only been temporarily stunted by the arrival of games such as MK3, but it won't matter in the very near future as Time Warner line up this potential monster hit to break on almost every format – new and old. And the Amiga.

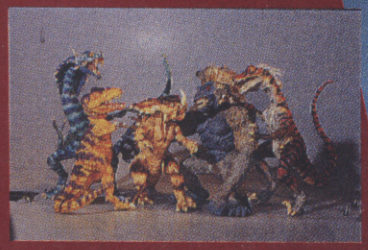
With Nintendo producing an almost arcade-perfect version of Killer Instinct for the SNES (see last issue), expectations have got to be high as to the quality of the home versions of Primal now that it's been proved possible to produce almost arcade-perfect versions of modern coin-ops within the realms of 16-bit

HOW THE GAME WAS DONE

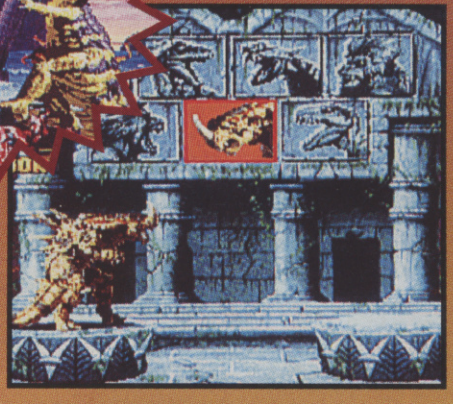
Unlike Killer Instinct, where the characters are all modelled on a SGI workstation, or Mortal 3 where it's a few martial arts actors in strange costumes, Primal Rage's creation is more akin to Morph – if you can remember that far back. Unlike Morph, the dinosaurs aren't models made out of a bit of cheap plasticine with thumb prints in, but highly detailed, fully posable creations costing thousands of pounds.

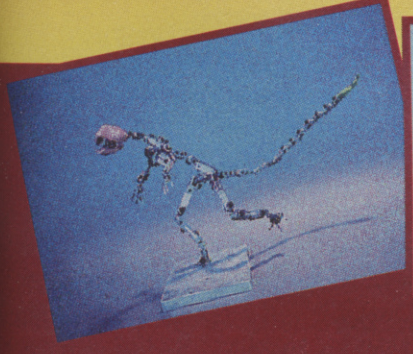
Every frame of animation had to be photographed individually to achieve the desired affect. It was time consuming, but the results were worth it





RAGE





AMIGA

COIN-OP

GAME BOY

GAME GEAR

MEGA DRIVE

SNES

Here in the VideoDrome we dig as deep as we possibly can to bring you the greatest and latest from the world of the arcades. This month pogo in your pants to Virtuality's latest, Zone Hunter, bop in your briefs to Buko-Buko and Tango in your tights to T-Mek. Alternatively, just read on and leave your underwear alone.

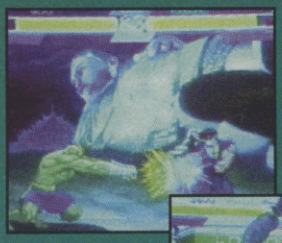
VIDEO

Street Fighter Warriors' Dreams

Déjà Vu?

- Beat-'em-up
- £1 per play
- Capcom
- 1-2 Players

Do we need another version of Street Fighter? It's been reincarnated in more forms than Michael Jackson's face and now it's here in what is considered to be its ultimate form, or so Capcom claim. Mind you, if its early popularity in the 'test arcades' is any gauge, then it's going to be absolutely massive. When we were on site there were at least a dozen eager beavers hanging around each test machine.



Street Fighter Alpha features the original 10 champions that Capcom brought to us all those years back but in a totally new way. Admittedly, it's still uses 2D technology to display the game (how long Capcom will persist with this now outdated look is anyone's guess, but I'd put my money on SF Alpha being one of their last 2D ventures) but all the sprites have been overhauled.

The face lift has given all your fave characters like Ken and Ryu a complete overhaul and a lick of paint, well they've been redrawn, feature more colour and have been generally sharpened up.

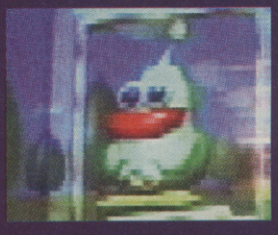
It's the same story with the backdrops that you fight in front of. They all feature even more bits of background animation that go on around your contests. For example, the New Orleans level features a jazz band playing behind you as you clash with one of the other nine household names.

In terms of real differences to the play, Capcom have introduced a pretty innovative idea to help the novice. Basically when you go through the selection

Food for thought

- Puzzle
- 50p per play
- STV
- 1-2 Player

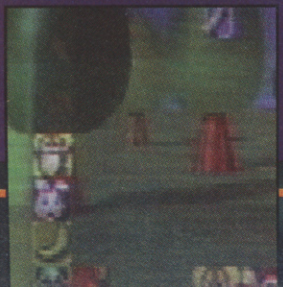
At first glance Baku Baku looks like it's come from the same dominion as Kirby's Avalanche and Puyo Puyo, but as you play the game you'll see it has a rather strange and different twist.



The object of this intriguing game is to place the same food types together (bananas, bones, bamboo shoots and carrots) and put the right animal next to them. For example, joining bananas together and then placing a monkey block next to them will make a head expand to devour the food. There are four animals that accompany each food type; these are a dog, a monkey, a rabbit and, last and in least supply, a panda.

As the different food or animals drop down you must place them in order as you would in Kirby's Avalanche using the button to change the blocks to a horizontal or vertical position. If for any reason you fail to connect animal with food type, then the blocks build and rise up the screen as in Tetris.

BakuBaku



A SPECIAL THANKS TO ELECTROCOIN, 69 TOTTENHAM COURT ROAD, LONDON

DROME

Street Fighter Alpha: Warriors' Dreams

screen you can switch on 'easy super-combos' which lets the amateur perform all those rock-hard feats of coordination that only you ninja type Street Fighters can perform (well, it'll make a contest of it won't it?).

On a more general level, the Auto Block speaks for itself and the Alpha Counter feature allows players to parry an attack and, while still in block mode, perform a move on the opposition.

If this were to be the last of the Street Fighter titles, and you can never quite tell, then this is a splendid way to bow out. It's fast, exciting, visually explosive and for our money a dead cert hit. Get out and find it now!

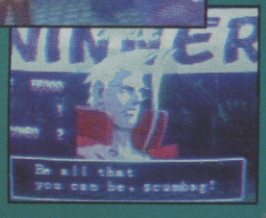
CVG HIT!

SPRITES	18
ANIMATION	18
SPECIALS	19
PLAYABILITY V cpu	18
MULTIPLAYER	19

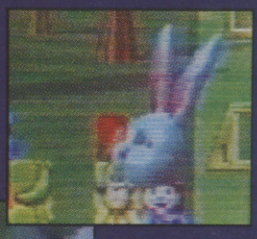
92

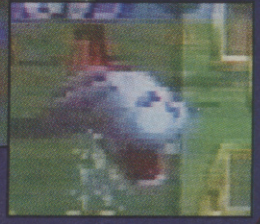
LAST ONE TO THE BAR'S A TART

Just like Street Fighter the Movie game, SF Alpha features the power-bar. It works in the same manner, the bar powers up at the rate you perform special moves. When it's full you can pull off an amazing attack with the simplest of commands. Good eh?



This is a superb alternative to Tetris Puyo Puyo and there's no denying that it would make a very popular console conversion, whether it has the long term longevity gamers need is another concern.





SPRITES	15
ANIMATION	14
PUZZLE	19
PLAYABILITY V cpu	15
MULTIPLAYER	17

80

VIDEO DROME

Zone Hunter

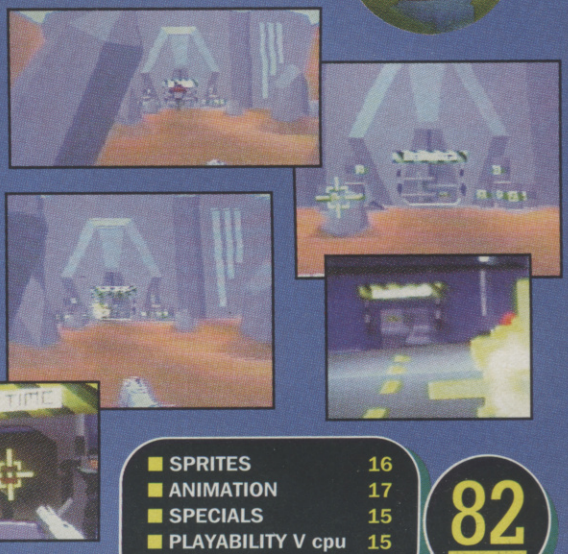
- Shoot-'em-up
- £2 per play
- Virtuality
- 1-2 Player

OK, it sounds expensive and admittedly it's going to take a few quid before Zone Hunter becomes a viable proposition to play, but this, the second generation of virtuality machines, is literally streets ahead of its predecessors.

Zone Hunter challenges you to take on the role of a 21st century urban warrior in a lethal world of virtual assassins and strange alien beings. Utilising Virtuality's latest 2000SU technology your virtual self must walk around the city exploring alien-infested sewers and gloomy alleyways in search of three power-up pods. As you discover the pods, your weapons and skills are upgraded and your health revitalised. But most importantly of all, your survival chances are improved.

Zone Hunter is a step closer to the feeling of total immersion that Virtuality aspire to and the graphical look features much more detail than previous attempts. It plays like a kind of virtual Doom except that it's much tougher because it takes time to acclimatise to controlling yourself inside the hidden world of a headset.

Ultimately, this is going to cost cash, but the pay back will come when your understanding of the environment and the control method begins to improve. Zone Hunter is well worth a rummage through your strides for a coin (s), it's just a pity there aren't more units in arcades nationwide.



- SPRITES 16
- ANIMATION 17
- SPECIALS 15
- PLAYABILITY V cpu 15
- MULTIPLAYER 19

82

An urban war on the wildside!

T-Mex

- Shoot-'em-up
- £1 per play
- Atari
- 1-2 Player

There can't be that many of you out there in Gamerville that don't remember Atari's classic wire-frame onslaught, Battlezone. Its technology probably couldn't boil a kettle anymore, but at the time it was released married a simple idea with great gameplay and became an instant classic.

Now Atari in collaboration with Time Warner have taken the basic premise of Battlezone and shoved it hard into the Nineties. The idea's pretty straight forward, you drive a tank of your choice around a texture-mapped arena taking on CPU tanks and a human opponent (if there's someone sitting in the other booth).

Your tank is controlled in the same fashion as it was in Battlezone using a combination of two joysticks to manoeuvre you around the gladiatorial arena. The play areas themselves are a texture-mapped combination of barren wastelands, rocky outcrops and debris with the odd power-up icon popped in for good measure.

T-Mek isn't that special when you put it up against titles like Cyber Commando which is currently wowing arcadesters the world over. However, its saving grace is the two-player link-up which allows you to blow your friends into tiny pieces. After all, that's what friends are for.

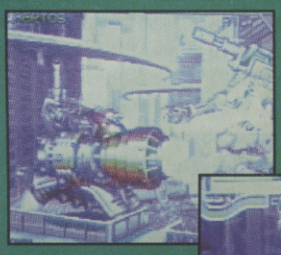
- SPRITES 13
- ANIMATION 14
- SPECIALS 15
- PLAYABILITY V cpu 13
- MULTIPLAYER 15

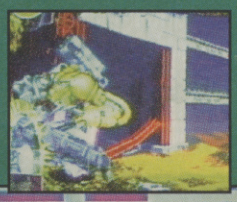
70

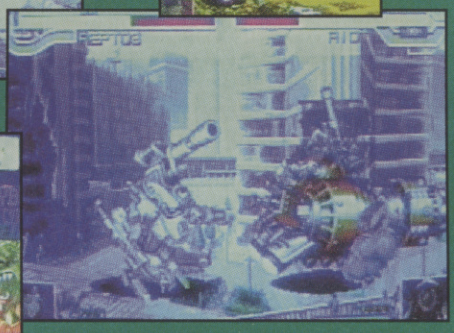
Mek it so...

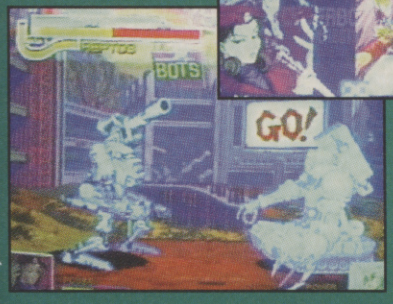
Cyberbots

- Beat-'em-up
- 50p per play
- Capcom
- 1-2 Player
- Arcade-Funland









There's a Full metal jacket

beat-'em-up frenzy at the moment. Midway's Mortal Kombat III stands square-shouldered in one corner while AM2's Virtua Fighter 2 stares steely-eyed back over. However, there are new combatants strutting into the limelight every day, one of which is the metal Cyberbots

Cyberbots is another of the cyber-jocks type of title, putting you in control of a huge mechanised fighting robot. But, before entering the ring you must decide upon armour types, chassis design and the all-important pilot which gives your automaton the human factor.

This game should be dubbed Armoured Warriors 2 because it features the same mechanised stars, but instead of being a shoot-'em-up feast Capcom have changed the concept into a full-on hard core beat-'em-up.

Cyberbots features large, well animated sprites and well drawn backdrops with each battle taking place in a ruined city that has been taken over by one of the menacing robots. Each machine has the normal quota of moves and specials and most are pretty simple to pick up, so it's an ideal beginner's coin-op.

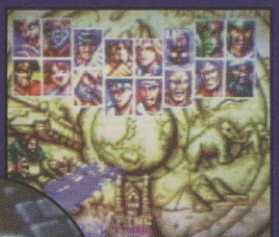
Now before you rear away from the page in horror, there's no need to be suspicious, this is not another Rise Of The Robots, Capcom have got the playability right. Cyberbots is a very good addition to the arcade and will appeal to beat-'em-up fans out there because it's a change from your usual dish. But isn't it about time that we kissed goodbye to sassy 2D fighters? Beat-'em-up fans need something to whet their appetite and this type of title can only suffice for a short while.

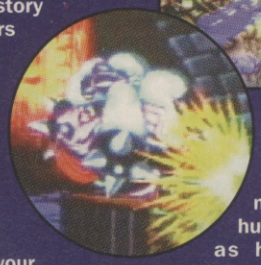
SPRITES	18
ANIMATION	16
SPECIALS	18
PLAYABILITY V cpu	18
MULTIPLAYER	18

88

World Heroes Perfect Edition

- Beat-'em-up
- 50p per play
- SNK
- 1-2 Player





On test from Japan, SNK's latest saga in the World Heroes collection punches its way into selected arcades. It's the normal story of 16 fighters in a battle for power and glory across land and time. Travelling through the time-space continuum your chosen fighter appears in differing era's of earth's history to challenge the respective hero.

Each character has its own signature that strengthen their personality and make him or her unique. For example, you can play an African tribesman who uses a huge voodoo mask as his weapon, a magician and even a Ryu look-a-like.

SNK have always been synonymous with ease of use and producing the specials is no more difficult on WHP than on any other SNK product and this has always made them popular with a variety of gameplayers and not just the fighting die-hards.

However, despite the obvious hard work that SNK have put into the title it still looks like its own time zone is somewhere in the late Eighties, which is a shame because their games always play well. On a more positive note, rumour has it that SNK have started work on 3D polygon games to compete with the Tekken's of this world.

The beaten track?

SPRITES	13
ANIMATION	15
SPECIALS	17
PLAYABILITY V cpu	15
MULTIPLAYER	16

76

inserts... inserts... inserts... inserts... inserts... Ins

Insert £1

Virtually There!

We expected to be bringing you the full-lowdown on Sega's Virtua entry into the arcade footy scene this month, but since the machine's been held up in its test cycle and won't be released into our video emporiums until next ish. Until then just drool over these dreamy shots of what looks like being yet another winner from the AM2 boys and look forward to a massive review next month.

Fearless

The pinball revolution continues to sweep through the arcades of the UK as Williams thrust another of its state-of-the-art machines at the paddle-pushing public.

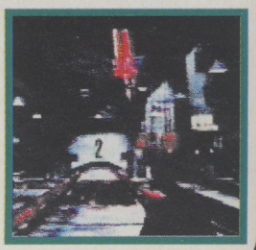
No Fear: Dangerous Sports is a blistering battle of coordination and concentration set around the adrenaline pumping world of danger sports. Fitted with all the latest hyper-jump ramps and a four-ball multi-ball shoot out, No Fear features a blood-eyed skull that screams a combination of advice and abuse at you as you ski, race, dive and drive your way towards bonuses that start at a staggering 20 million.

Emaginator

Deep in the underbelly of London's Trocadero centre lurks a ride that arcadesters will do cartwheels over. Based on technology used in the Back To The Future ride at Universal Studios, Emaginator is a combination of up-to-the-minute computer graphics and hydraulics like those used in military simulators. Rides cost £3.50 for your first encounter with any subsequent adventures rocking in at the reduced pocket damage of £2. Eager for thrills CVG went stockcar racing in outer space and hurtled down a bobsleigh run at over 90 miles-an-hour before retiring to the toilet to try and keep breakfast from going on a ride of its own.

Space Race

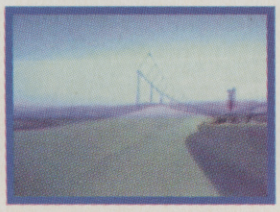
When a run-of-the-mill shuttle flight gets sucked through a black-hole generator into an unknown region of space your commentating Captain is too intrigued not to take a look. As the ride drops, very quickly, it soon becomes apparent that what appears to be a disused space-station is in actual fact a crazy futuristic stock-car race. Five seconds later you're being thrown around the place like it's a warzone, as the ship crashes its way around the course attacked by alien competitors. Space Race is four minutes of pure whip-lashed road-rage featuring some of the hottest graphics you'll see anywhere.



Bobsleigh

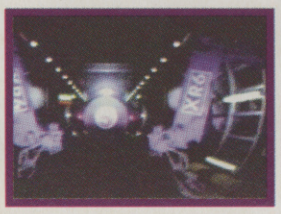
The shortest ride of the Emaginator throws you at breakneck speed down a real bobsleigh run at various miles per hour.

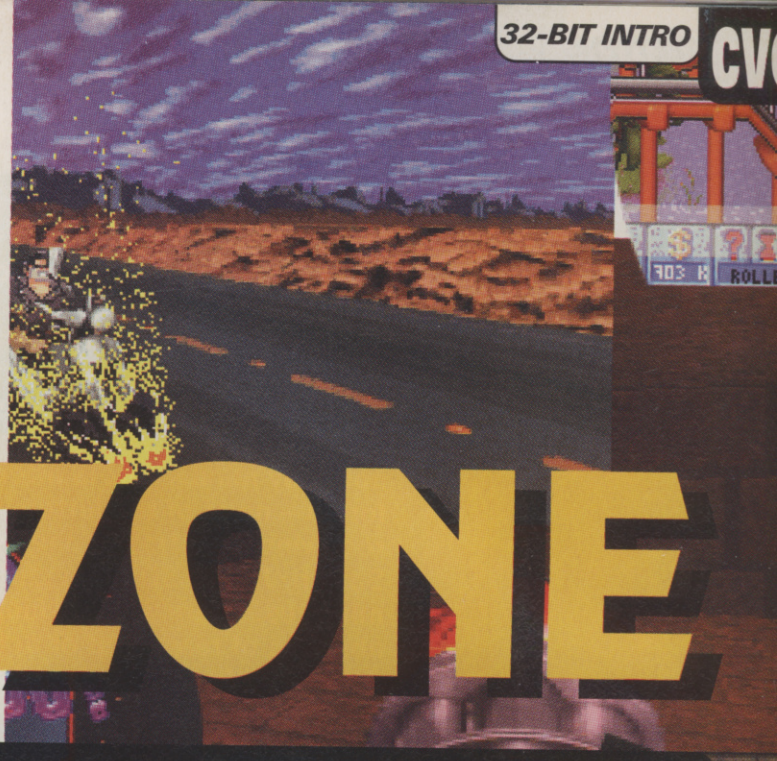
Using film technology this time, the ride catapults you through 90 degree bends and high-speed straights with the simulation and hydraulics technology really fooling you into thinking that you're thundering along two inches above the ground. Over pretty quickly, but great stuff.



Cosmic Pinball

More space-age frolics as the ride of the future throws you forward on to another type of ride of the future; Cosmic Pinball. Computer graphics are once more utilised to the max as your car careers around the inside of a giant pinball machine competing against other graphical cars, bouncing off rubber surrounds before shooting at high speed around ramps. A high speed graphical winding for all that travel around this virtual pinball table.





INFO-ZONE

78 In The Bag
I don't know, all you seem to do is whinge these days. Come on, how would you like it if we sent you letters complaining about Atari every month?

80 Help!
If help's what you really need, then here's the place for it. Games, hardware and personal problems are all dealt with at no extra cost.

82 Theme Park Guide
Whether you've got the game on Jaguar, Mega Drive or SNES, this guide will make a Michael Eisner out of you. Unless you build your park in France, that is.

86 Full Throttle
This is one of out favourite games this year, but if you're having a hard time of it, you could do worse than check out our complete solution.

88 Tekken
Another instalment of our indispensable Tekken guide. Watch out for more soon, including all the ten-hit combos and boss moves!

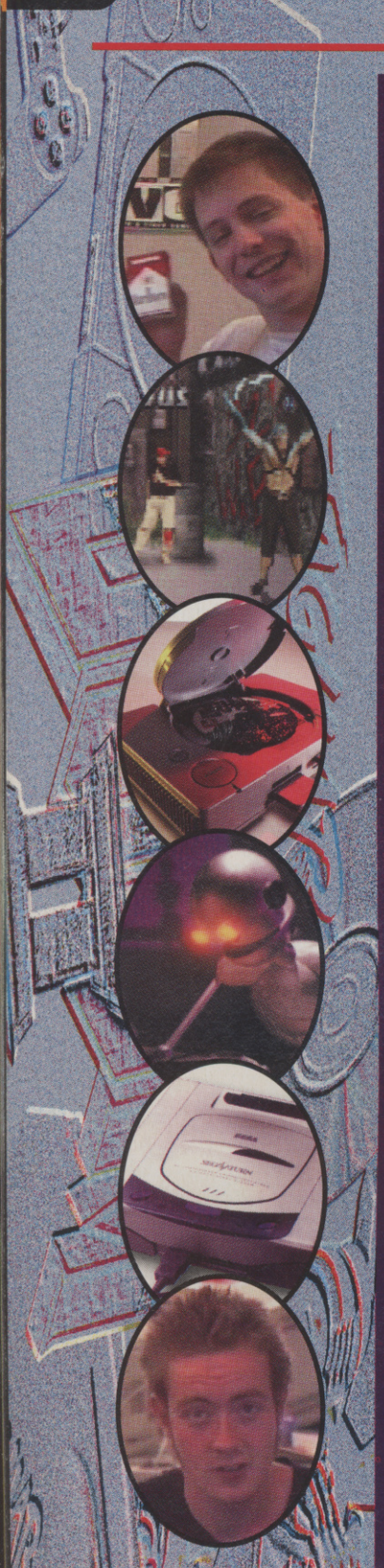
90 Jaguar Shorts
Culled from the living tissue of a reader, we bring you a round-up of all the best tips for the top Jag games.

92 Cheat Mode Shorts
Plenty of hits, tips and cheats for the top titles on every machine.

96 Challenge
This is our 'come and have a go if you think you're 'ard enough'. We want you to prove how good you are at games, and here's where it happens.

97 Charts
Hits, misses, non-movers and if you're very lucky, maybe a few spelling mistakes. We're not bloody perfect you know.

98 Next Month
Produce by some fat kid we found scrounging outside our office (he's going through our bins now) it's still probably inaccurate.



IT's US

Hello readers, it's the collective brain of CVG speaking here. Now, as you may have noticed, the last three or four letters pages have been almost exclusively Jaguar orientated. Now while we wouldn't normally mind – this is after all your forum – most of the letters we're receiving are straight Jag vs Saturn/Jag vs 3DO slaggin'-type missives. There's something of an absence of reasoning or actual debate, in favour of 'Darryl Still's got a knob on his head' or 'Trip Hawkins has got a fat arse' lyricisms. Next month we're not going to print any of this tosh. If you've got a point to make, go ahead, but if you're just having a whinge save it for your mates, because we don't want to know (and we're sure most of our readers don't either). Also, we'd quite like to see a few more subjects broached on these pages. There's a lot of hardware-centred letters coming in, but what about software? Do you reckon the Next Gen consoles will revolutionise gameplay, or just make it more expensive? What, apart from games, would you like to see companies do with all this new technology? Does anyone think it's time for a standardised format? Or is competition healthy for the industry? Or what? Come on, there's more to life than the Jaguar (unless you're a Jaguar owner), so mark your envelope I PROMISE THIS LETTER IS INTERESTING and send it to the address below. Sorry for going on a bit, but it's our magazine and we can do what we want.

WRITE TO:
IN THE BAG
30-32 Farringdon Lane, London EC1R 3AU or send your messages via @emapimag.demon.co.uk. We thank you in advance.

in the

THE JAG'S ACE

I am writing in reply to the letter sent in by Anthony Stevens and the Ex-Atari Fan from issue 163 (June).

OK, there still aren't many decent games avaialble for the Jaguar, but believe me there are some good ones out there – AVP, Doom, Tempest 2000, Checkered Flag, Iron Soldier, an excellent Wolfenstein 3D and the classics Sensi Soccer, Syndicate, Theme Park and Cannon Fodder.

There are some tremendous games on their way to the Jaguar too, Ultra Vortex, Fight for Life, AVP2, Super Burnout, Magic Carpet just to name a few.

No 3DO game has music anywhere near that in Tempest 2000, with the Jag CD and VR helmet on the way the prospects for the Jaguar are looking up.

The only problems with Atari are that the word marketing doesn't mean a thing to them, also nobody wants old games on a 64-BIT wonder machine (what was the point of Raiden, Dino Dudes, Dragon, Soccer Kid and Flashback?).

There are no two-player games that can better Deathmatch linked on Jag Doom.

Just before I go, 'Ex-Atari Fan' how much did you pay for your 3DO...? £149, that's all!

Craig Daly, Grangetown, Cardiff

CVG: We're not particularly sure about some of the software you've mentioned there, but you're sort of right in your sentiments. We reckon the Jag would have done a lot better if Atari had got a decent PR house in at the start (as well as getting out some ace games). Still, things are looking promising with the recent announcement of about 40 Jag titles ready for the off.

WELL I DON'T KNOW

DEAR CVG,

Which Next Generation console should I get? See, first there is the PSX: it looks and sounds good but Sony are new to the market; the 3DO looked good and EA backed it quite well, but software support ain't too hot. Then there is the Jag, but I don't trust Atari after owning a Lynx and ST, they produce good machines but don't promote them well enough. The Neo Geo looks OK but it only has beat-'em-ups. The Saturn looks impressive but I feel it is already pressed to its limit so it's got nowhere to go. And finally there is the Ultra 64, but Nintendo always enter the marketplace very late. Which should I go for?

Simon Fletcher, Sittingbourne, Kent.

CVG: Wait for the official releases and choose the machine with the games that most suit your tastes is the simplest way to choose a new console.

bag

DON'T BUY IMPORTS

DEAR CVG

I am writing to you to warn your readers about imports. Don't buy them. I purchased a Jap Famicom about three to four years ago and I have had nothing but problems with it. It turns out that not all SCART TVs give a full picture as I first thought; first of all it has to accept some sort of signal and even if it does that you are not guaranteed to be able to adjust the colour. Not only that but after the SNES was officially released I found that shops that previously stocked import titles now only stocked UK titles with only a few second-hand import titles. And to top it all, titles like MK2 which got a simultaneous worldwide release date were impossible to get hold of, which meant I had to buy another adaptor which would play MK2. As much as I want a PlayStation I know I would be wiser to wait for the official release, because it would be cheaper, easier to repair, there will always be new UK games in the shops and if Sony decided to release an add-on I'd know I'd eventually be able to get hold of it (have you ever seen a Japanese Super Game Boy or 32X?).

Andrew Spiretos, Leeds

CVG: Wise words, there. It's not the fault of the shops, who simply go where the money is (which is what they're in business for), but software support for import machines does tend to tail off after the official release of a machine. And they're a right pain to get repaired (ask Rad, who blew up our first Saturn).

I QUITE AGREE

The problem with free speech is that assholes get it as well.

Yes, the PSX has more polygon power than the Jag, and so does the Saturn probably. But the PSX is bugged isn't it? Yes, it is.

And it DOES slow down doesn't it? Er, yes. And, erm, it's two 'best' games, Ridge Racer and Tekken are bugged aren't they? Well, yes. And programmers have written to 'techie' mags slagging it off, eh? Yup.

The problem here is one-upmanship, Sega and Sony are trying to out-polygon each other while Atari have gone for a powerful all-round machine (so when Rayman comes out on the Jag and PSX and the mags say they are the same, sue them readers, because as far as I know the Jag version has 65,000 colours, and the PSX can only handle 32000).

Best resolution – Jag. Most sound channels – Jag. Most colours on screen – Jag. so much for 'technical inadequacy'! Don't give me any crap about original games, either. And saying the 32X/3DO are technically better than or even equal to a Jag shows stunning stupidity (and points out the 32X/3DO owners).

Mark Johnston, Livingstone, W Lothian.

CVG: Having played Ridge Racer and Tekken extensively, we've never noticed any major slow-down, so you're wrong there. And I'm afraid we're going to give you some 'crap' about original games – the Saturn and PlayStation, while not swamped in classics, have exhibited more of a thrust towards innovation than the Jaguar has so far.

WHAT A GOOD IDEA

DEAR CVG,

I agree with Simon Cooper's idea of a PC CD-ROM console for gameplaying. I thought of this idea long ago and it has always amazed me why no companies have ever decided to produce one because:

1 The technology is already there so no development costs.
2 There is already a huge selection of brill games.
3 The format has proved itself to be more powerful than most of its competitors and is continually being improved.
4 The only reasons that the PC CD-ROM format has not outsold other games formats are that A – It always comes attached to a lot of expensive PC parts such as a hard disk which up the price drastically, and B – PCs are very difficult to use, but a console format would simplify using it incredibly.
5 The PC CD-ROM has a huge amount of users and therefore a very secure future.
6 Finally, it would also make the perfect home multimedia system, with CDs such as Encarta and an FMV card available.

With reasons this good I can't understand why nobody has decided to put this fab idea into use. Many people want PCs as games machines because of their sheer power, and yet many cannot afford to pay over £1,000 for one. I think PC companies are missing out on large profits by not realising this, and many of us are missing out on a brill games machine.

No name supplied

CVG: The trouble is you'd still need a keyboard, FMV card and the same weird backwards-compatible architecture which scuppers the PC on cost in order to run all the software. It's a nice idea, but impractical.

NO IT ISN'T

DEAR CVG,

In response to Noel Wallace's letter in issue 164, I'll tell you why the Jaguar hasn't been advertised as the world's first 64-bit machine – it's because it isn't 64-bit. It has 32-bit graphics and 32-bit sound. If you did what Atari have done then the SNES would be 24-bit and the Mega Drive 20-bit. However the Jag doesn't even stand a chance against the Next Generation machines such as the real 64-bit (or 128 if you add it all together) the Nintendo Ultra 64.

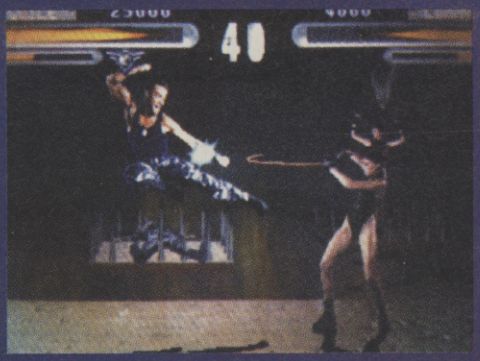
Another point is the awful coverage of the NU4 in magazines. CVG has done moderately well but seems to get all the worst possible rumours. At first CVG said it would ever come out in Britain. Only a couple of issues ago CVG said it may cost £700. Still you've got your act together and now you can print the whole truth – the Ultra 64 will wipe the floor clean. Roll on April '96 and good luck to the PSX and Saturn, they'll need it. Thanks for your time and keep up the excellent work

Matthew Andrews, Southbourne, Hants

CVG: Yeah, yeah – if it ever comes out.

HELP!

Gorgonzola Help! fans and welcome to another thigh-slapping, finger-clicking, body-popping, handbag dancing collection of hardware and games software problems obliterated before your very eyes. Want to join the happy clan? Then fire off your missives to the address elsewhere on this page and we'll be right on the case...



SEGA SALE

Dear CVG,
1. I've got a Mega Drive and I want to flog it, is this wise? And if it is, could you tell me what I should spend the cash on? I should make around £340.
CVG: Blimey, is your Mega Drive gold plated or something? Even with tons of software you'll be lucky to get this much moolah since the Mega Drive is at that point in its life where it is about as desirable as a backside full of bum plums. Still, if you do get £340 for it then a wise investment would be a UK PlayStation come September. The Saturn would make a good alternative, especially if you like Daytona USA. It might also be a good idea to keep an eye on the M2, it looks interesting...
2. I also have a 25Mhz 386SX PC which I'm selling as it's a bit feeble. Would it be wise to sell the games I've got and spend the cash on some newer software?
CVG: Depends on your software and how much you like it really. If you've got a collection of classics then it might be a wise idea to hang on to them. Otherwise go ahead and flog them. PC software fetches a decent price second hand.
3. Is there going to be another Street Fighter game?
CVG: Yeah, we reviewed the new arcade The Movie game last ish and there's also a Street Fighter Zero which takes place before the original Streetfighter and includes younger versions of popular characters. The graphic style will be more cartoony like the excellent Darkstalkers series of games.
Ali Houston, Glasgow

SONY SO FAR

Dear CVG,
I'm hoping to get a PlayStation when it's officially released in England so please answer my questions. Cheers!

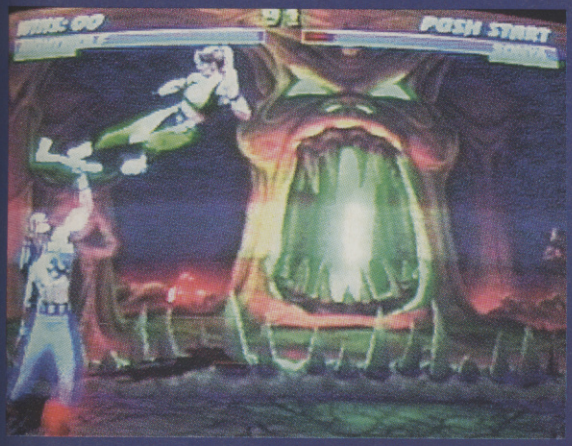
1. How much do you think the PlayStation will retail at?
CVG: Around £300-£344
2. The Saturn has an optional steering wheel for the likes of Daytona USA. Do you think Sony will release a similar device for use on Ridge Racer and other racing games?
CVG: Yes, there's one in development.
3. Are Namco releasing Ridge Racer 2 on PlayStation?
CVG: Yes.
4. Which is the more powerful machine out of the PlayStation and Saturn?
CVG: They each have their own strengths and weaknesses but overall the PlayStation is arguably the more powerful machine.
5.At the moment I have an Amiga and a Mega Drive. Do you think I should sell them to get a PlayStation, is it really that good?
CVG: Yes and yes.
6. Do you think games accessories such as joypads will be cheaper or dearer on the PlayStation and Saturn compared to SNES and Mega Drive?
CVG: Probably more expensive.
7. How come nobody is developing games for the Lynx any more?
CVG: Because despite being an ace machine it was overpriced and badly marketed and consequently a spectacular flop.
Lloyd Read, Essex.

DOUBLE DUTCH

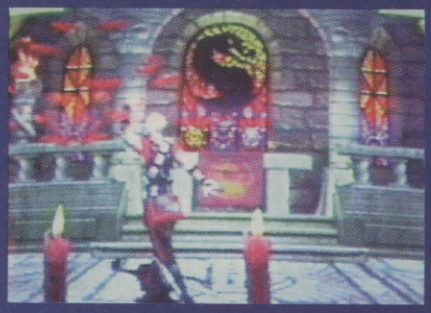
Dear CVG,
I have to ask these important questions for me. By the way a very great mag!

1. Will the earthquake in Kobe involve the gaming industry and if a big one comes below Tokyo in a couple of years will the industry collapse?
CVG: No, don't worry, the games industry is built from very strong foundations and should survive any future earthquakes. We reckon the Kobe earthquake was just an excuse for nasty hardware people to push up the price of RAM chips.
2. When is Rebel Assault on the CD–i coming out?
CVG: When it's finished.
3. Has Nintendo forgotten Mario and Zelda?
CVG: Have a look on page 60.
4. When will SF3 come out I know that there is a digitised version and a legends version coming out. They may have an improvement but they are not the SF3 game you and my are waiting for?
CVG: Blimey, you're not my old English teacher are you?
5. I have a SNES and at present don't own any version of Street Fighter. I want the best so which version do you suggest I get?
CVG: Well, it has to be the most recent version and at present that's Super Street Fighter 2.
6. Could Ridge Racer come out on Ultra 64 or is it a PlayStation only game?
CVG: Namco are very chummy with Sony but rumour has it that Ridge Racer is on its way to the Saturn and if that's the case then there's no reason why it shouldn't hit the Ultra 64 too. Of course it may be considered too old by then.
7. Will the Ultra 64 be able to produce games better looking than on a Pentium PC?
CVG: Yes.
8. I own Doom 2 but can't get past level 2 as I'm a beginner. What is the level select?
CVG: Oh come on, why spoil the fun? Try a bit of practice and everything will be perfect.
Roy Huybregts, Netherlands.

MK3 FIRST ON JAG?



Dear CVG,
1. Is MK3 really coming out on Jaguar first because I've heard otherwise?
CVG: It was originally slated to debut on Jag but Sony usurped Atari and now MK3 will be exclusively on PlayStation for six months. After that the Jag and all other versions will be released.
2. How much is the VR helmet going to be for the Jaguar, when will it be released and will you have to buy special games for it – or will it play all games?
CVG: The helmet is scheduled for an October release, no price as yet. You can play any game on the helmet but it won't enhance them. Other games which take advantage of the helmet are being developed.
3. Will the Jaguar be as powerful as the PlayStation when attached to its CD ROM drive?
CVG: No.
4. Are there any decent racing games in development for the Jaguar?
CVG: Super BurnOut looks promising as does F1 Racer
Luke Bennett, W. Midlands.



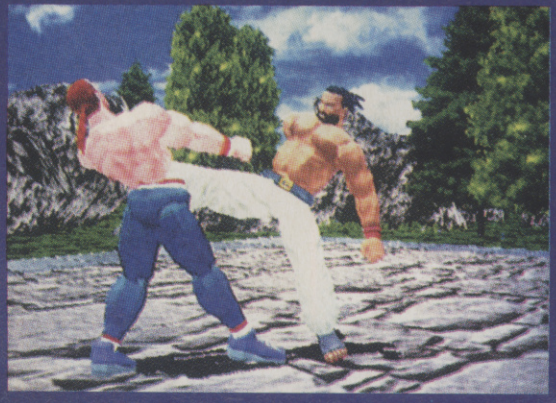
3DO REALLY?

Dear CVG,
I have recently bought myself a US Goldstar 3DO. I would be grateful if you could answer the following questions:

1. Is the M2 upgrade and the MPEG video CD unit universally compatible?
CVG: Yes, it's like the situation with the Mega Drive and Mega-CD. Both units will work on all machines but obviously some will look better than others.
2. Will the UK versions work on US machines?
CVG: We doubt it, although it's possible the M2 will be universal. It depends on whether it has video hardware inside that needs to be configured differently for the UK PAL and US NTSC standards.
3. When will M2 be officially released and how do you think it will compare to the PlayStation, Saturn and Ultra 64?
CVG: M2 will be released in December. It's arguably the most powerful home console hardware yet released but the danger is that before it has the chance to establish itself it will be superseded by the 'next next' generation of hardware just as the current next generation of hardware has eclipsed the original 3DO.
4. Are any software companies interested in the M2 and have any software companies signed up to develop for it?
CVG: There's quite a favourable reaction to the M2, but the feeling generally is that 3DO don't have the marketing muscle to make the machine the success it should be, especially when up against the likes of Sony, Nintendo and Sega. Only 12 Nintendo-style 'Dream Team' software houses have so far been granted permission to develop for the M2, but other software houses are also expected to join in development at a later date under an 'Alpha Team' monicker.
5. Could you tell me when Doom, Magic Carpet and Primal Rage are coming out for the 3DO?
CVG: No concrete dates, but they should all be out around September time.
6. Is Magic Carpet going to be any good as it required a very powerful PC to run decently?
CVG: That's more a reflection on the PC's crappy architecture than the game. There's no reason why it shouldn't be a competent conversion.
7. What happened to Sadie, the high score babe?
CVG: She's currently living somewhere near Cheam and is helping the Reynolds Girls write new songs.
Alex Read, Bucks

SATURNALIA

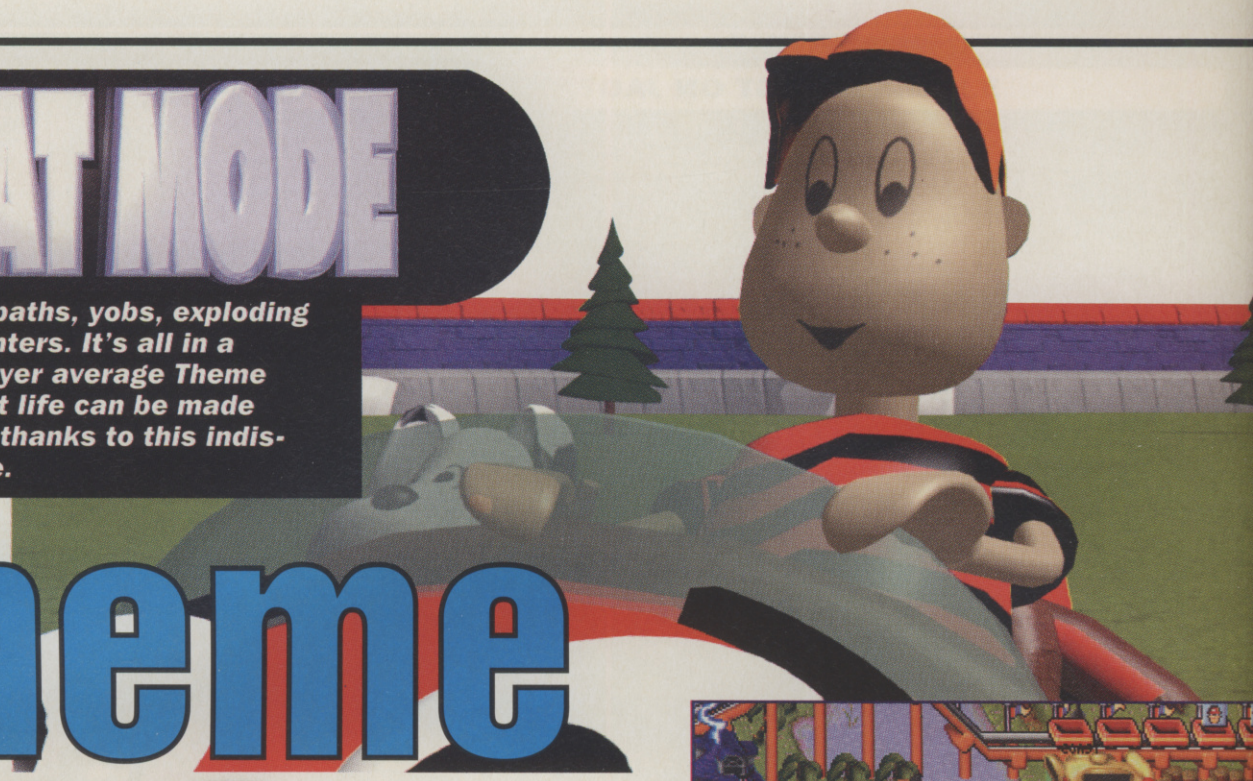
Dear Help,
1. I was wondering whether Virtua Fighter will come with the Saturn when it's released?
CVG: See our Sega special in the first half of the mag.
2. Will the Saturn joystick be any good for Virtua Fighter?
CVG: If it's anything like the arcade power stick for the Mega Drive then it should be excellent.
3. Which machine do you think has the best joypad: PlayStation or Saturn?
CVG: Definitely the PlayStation, it's just a shame the cable's so short.
4. When Alien Trilogy is released for the Saturn is it going to be as boring as Alien Vs. Predator?
CVG: Mark's seen it and reckons it's the business.
5. When will we see some reviews of Virtua Fighter 2?
CVG: We've already reviewed the arcade version, oh loyal reader, and the Saturn version will get the once over as soon as it's finished.
Lee Povey, Clapham



HELP!

CHEAT MODE

Vomit stained paths, yobs, exploding rides, dead punters. It's all in a day's work for yer average Theme Park owner. But life can be made that bit easier thanks to this indispensable guide.



Theme Park

MEGA DRIVE AND SNES

THE BASICS

The key to running a successful, profitable theme park is to keep all your little visitors happy. But they're buggers to please and even something as piddling as a puddle of vomit will set them off and they'll leave the park in droves.

This means you should always keep an eye on their thought bubbles. For instance, if several 'I'm hungry' bubbles crop up in the same area it's a good bet that that's the place for a food stall. Individual thoughts can often be ignored, but when the punters get together it's a sure sign something's wrong.

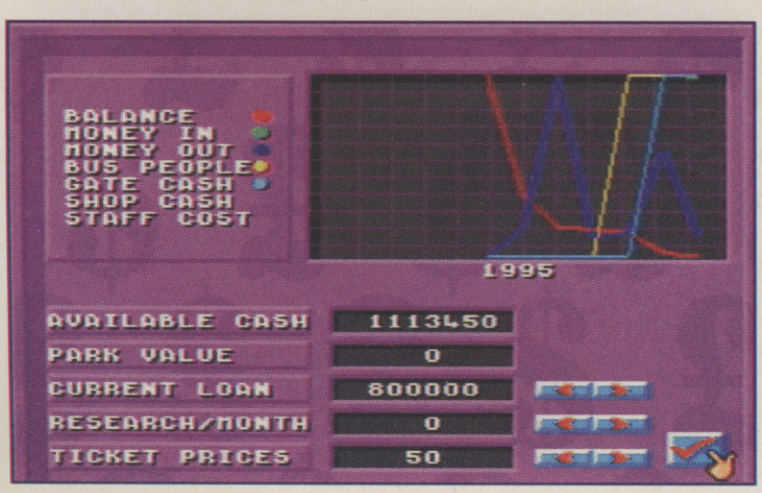
One of the core facts to remember is don't go for broke on your first park. Start with a small, well maintained base. This way you won't find yourself suddenly confronted with ten million problems as rides break down all over the place. With a smaller park you can keep in control and deal with individual crises as they happen.

Also, don't worry about removing rides that aren't placed properly. This way, although you lose some cash, your mechanics aren't tied up repairing a ride people aren't going to use any way.

ROUND-A-BOUT

The basic equation for big bucks is to have plenty of rides. This way you can charge higher ticket prices and still attract more punters. This leads to much more cash, more research and even more rides.

One thing to bear in mind though, rides break down much faster as they age, so any chronically ill dog-knackered rides in your park should be deleted and replaced so your mechanics aren't repairing them every couple of minutes.

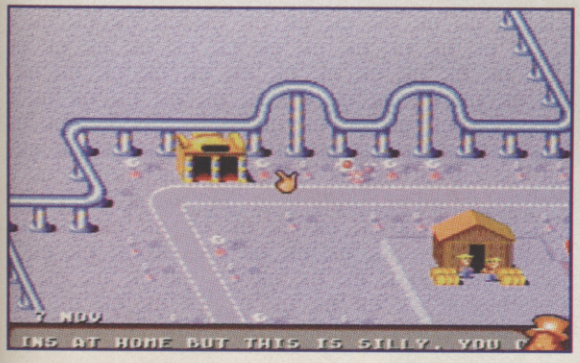


GONE SHOPPIN'

Of all the features you can place in your park, a correctly positioned shop selling the right stuff at the right price will make you the most money and keep people happy at the same time. Best of all, placing a coffee shop selling ultra-high caffeine wicked-brew by the front gate will make your little people whiz around the park right from the start.

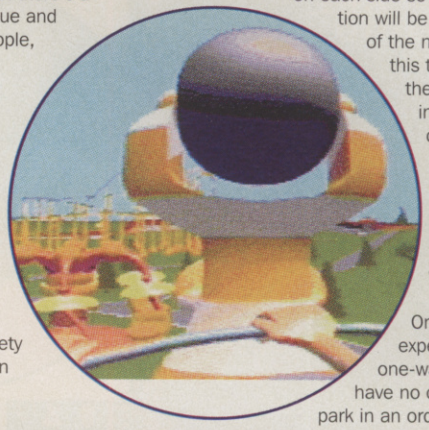
Litter is a real problem. A dirty park won't attract many customers and you won't win any hygiene awards. So always include enough handymen to tidy up when you open a new shop.

Stalls are another thorny issue. They're very good



at making money, but there's a fine line between value and conning the little people, who resent that immensely. Try to match the cost of each game with the chance of winning a prize. Don't fleece them too much as they're not wholly stupid and won't come back if they feel cheated. A small cost and reasonable prize coupled with a moderate chance of winning provides a more reliable income than a risky high-cost prize, but lower chance, stall. Dodgy stalls can make you a lot of money in a fairly short space of time, but it's not worth taking the risk

The other bonus of stalls is that they entertain people and don't produce litter. Because they're smaller than rides they can be slotted into several small places around the park. Variety is important though, as people won't go to the same kind of stall over and over again. Bear in mind that people are just as impressed with older stalls as they are with high-tech ones.

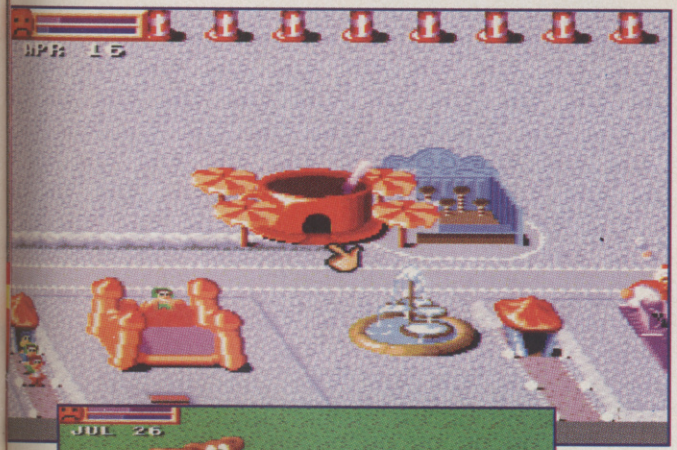


on each side so that people leaving one attraction will be heading straight for the queue of the next one, or a shop. By doing this the people will zig-zag between the rides and the amount of walking they'll have to do will be cut down to a minimum. The only problem with this is that it doesn't leave much room to put in all those decorative little touches, so your park could end up looking bland, which will put people off.

One method of park design worth experimenting with is by making it a one-way system. This way people have no choice but to walk around the park in an orderly manner. This has ▶

FEATURES

Never underestimate features such as fences, tress and lakes. A featureless park is dead dull and people wandering around it will soon get bored. As well as making it look better on-screen, plenty of features will impress new-comers to the park. Remember that some of these features aren't cheap, so if you're short of cash you're better off investing in a ride.



PARK LIFE

When you're planning your park always keep in mind what the little people will want at any one time and place things accordingly. Put a balloon shop right near the entrance so people part with their cash while they're still happy. This usually puts them in a good mood for the rest of their visit to the theme park unless they get blown up on one of your dodgy rides.

It's also important to keep the amount of leg-work the punters have to go through down to a minimum. One way to do this is to have a straight path with rides coming off either side. Each ride should be butted up against the side of the path with the entrance around the back and the exit leading back on to the path. A short queue should link the path to the entrance. It's worth trying to stagger the rides

advantages in that you should be able to work out exactly what any person will be wanting at any one time and be ready for it. The downside comes from too many people entering the park. Queues get really busy and people won't be able to try out the rides. Still, if the attractions are strong, and the scenery nice enough, hopefully they'll stay and do another circuit.

THINGS TO REMEMBER

- Open your park the second you start the game running. This lets one or two customers appear even if the majority stay away.

- Slow the game speed right down when you're designing the park. This gives you more time to place the rides and gives you a bit of breathing space when playing the game.

- New rides are essential and you should have something going through the research mill. Try to buy new rides as soon as they become available.

- When you place a ride, remember to leave enough space nearby in case you need to move the exit.

- Big rides have big queues, so allow plenty of space for them.

- Don't be tempted to take out a loan as you will find that the interest kills you.

- Don't rely on staff to use their initiative. If there's a problem pick them up and move them there.

- Make a note of the number of tax years that there are in the country your park's in, then you'll know how long you can run your park for without undue financial pressure. There's no point in buying the land before the end of the tax-free period, and even less point if you're planning to move on and build a new park elsewhere.

- If things get bad and your park's unpopular, don't be afraid to sell things at a loss for a short period. Cut prices and the people will come back, at which point you bump the prices up again.

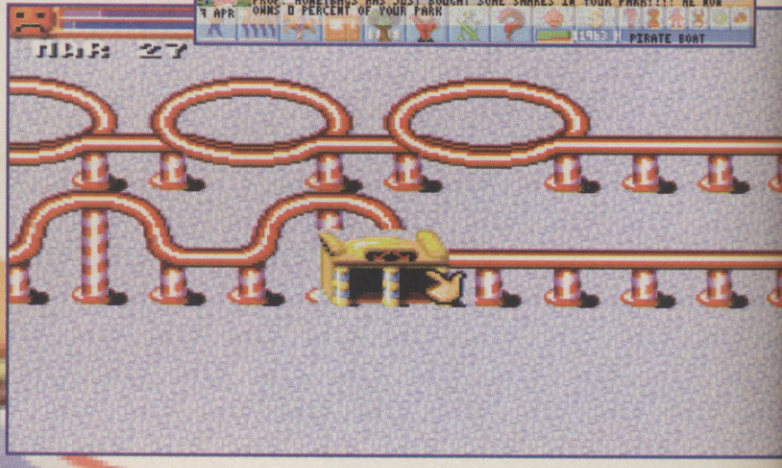
- A big, modern park is the most valuable of all, so by placing expensive rides and shops you'll increase its value. This lets you sell it faster for more money. With this in mind, it's a good idea to spend all of your available cash by the end of the year you wish to sell your park in.

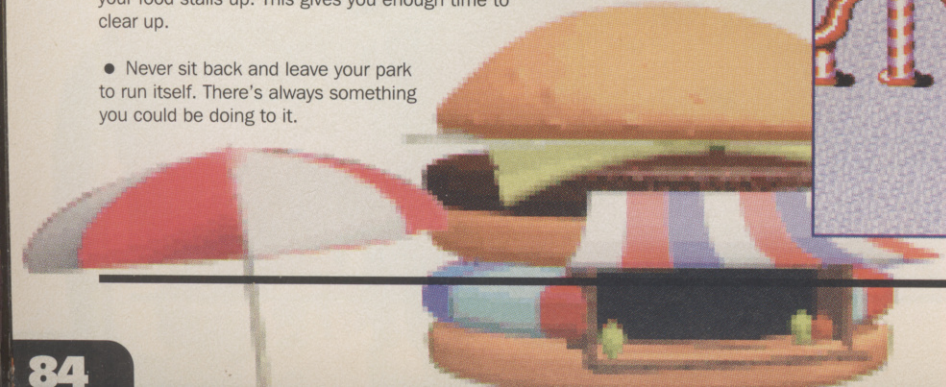
- You may not have realised that shops can actually be placed outside the main park area. By placing them either side of the main entrance you'll create the right atmosphere and put ▶

- Whenever you add a new rise you should immediately increase your ticket price – the more rides you have the more you can charge.

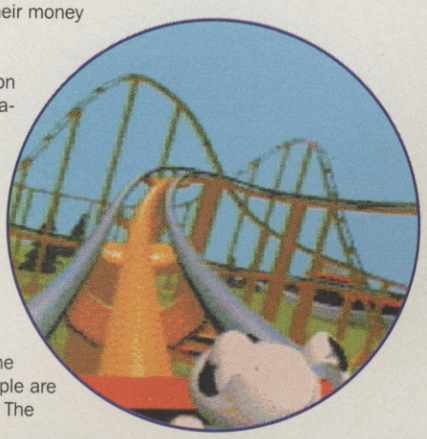
- If you're being swamped by litter, put the price of your food stalls up. This gives you enough time to clear up.

- Never sit back and leave your park to run itself. There's always something you could be doing to it.





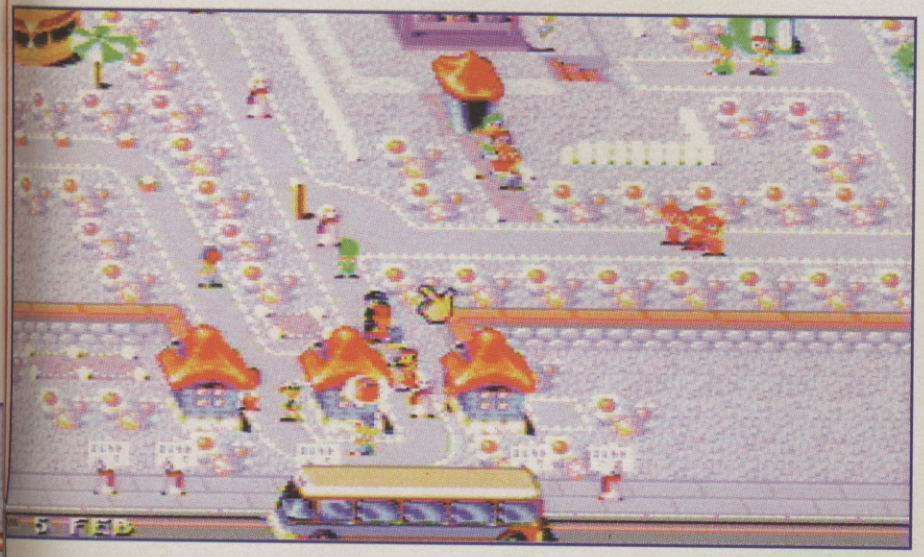
the punters in the mood to part them from their money before they've even entered.



- Always watch the 'bus people' graph line on the finance screen. This will give you an indication of the number of people your park's attracting. If it drops you know you'll have to provide a great incentive for people to come, such as lowering prices or installing new rides.

- When times are hard cut down on research. It's one of your biggest outgoings.

- There's plenty of fun, non-profit making stuff in the game. For instance, try deleting the entrances to the rubber tubing ride when people are using it and watch them whirl around forever. The same goes for the roller coaster.



PEOPLE POWER

The number and type of staff you have employed can make or break your park. When you place shops you should employ handymen. When your first ride starts to go wrong, employ a mechanic. Entertainers are handy to keep people happy while your mechanic fixes broken rides.

HANDYMEN

Employ a handyman the instant that litter starts appearing. Keep an eye on them, though, as they tend to get lost in complicated parks, leaving large areas chocka with rubbish.

MECHANICS

Hire a mechanic as soon as your first ride starts breaking down. They're prone to sitting on their arses munching sarnies though, so keep tabs on them. Most of the time a mechanic will reach a nearby ride before it blows up, but if there's more than one ride in trouble you should direct them to one in the most immediate danger then shut the other one down or employ another mechanic. A single mechanic can usually take care of three to four rides, although this changes as it depends on the quality of the rides and how popular they are.

A slightly more risky tactic when it comes to damaged rides is to slow the speed of a ride right down while your mechanic is fixing another one. After that keep your fingers crossed that it doesn't explode before the mechanic gets to it. If it works, it means that people still have a ride to go to, rather than two busted ones to look at.

ENTERTAINERS

Always place your entertainers near queues that have a long wait time. This should keep the people happy while they wait. At least one entertainer should be placed near the park entrance too, so people enter the park in the right frame of mind and, more importantly, leave happy. This way they're more likely to come back with their mates and spend more cash when they're inside.

CHEAT MODE

Full Throttle:

Lucasarts, they're, as Tony the Frostie Tiger would say, "Grrrreat", and Full Throttle is proof (not that we needed it) of this fact. And just in case any of you in PC Land are having troub' completing the game here's the whole solution...

WHEN YOU START you start off in the skip, so punch the roof off it and then walk one screen right and use the kick command on the front door of the bar. Then use the hand on the bartender who will then give you your keys. Now go outside and get on your bike when you meet a Rottweiler knock him off his bike by punching him twice, an animated sequence follows where Ben falls off his bike.

You wake up in Maureen's workshop, she asks you for some new forks, a blowtorch (as someone has stolen hers) and some gas so that she can fix your bike. Pick up the gas can and hose and leave Maureen's. Walk off screen-left on to the map and then go to the caravan and bang on the door. When Todd answers kick the door down, open the fridge and take the meat. Then open the cabinet and take the lockpick. Step on the lift and you will be taken to an underground workshop, pick up the blowtorch – this will take you right back to Maureen's.

Go to the map screen and then to the gas tower, use the lockpick on the padlock on the door and pick up the latter and go to the scrapyard. Padlock the door and then climb the chain into the junkyard and walk right until you come to a number of cars laid out on the floor. Put the meat in one of the cars and the dog should jump in the car. Walk back left and jump on to the scrapyard wall and then walk right until you come to a control centre. Use the controls to lift the car, with the dog up in the air and leave it swinging there.

Leave the control centre and go back into the yard. Have a search of the parts pile and you should find the forks that you need. Leave Maureen's and go to the gas tower, touch the ladder and walk to the far back left of the screen and hide behind the metal thing. When the guards come they will not be able to see you, and when they land on the floor use the hose on the gas tank. Put the gas can on the floor and use the mouth on the hose. Your bike will be powered up.

After seeing the roadblock go to the gas tower and touch the ladder, this will make all the guards fly over. Get on your bike and ride off. Watch the cut-scene and go to Maureen's. Search through the debris and find the photo. Get on your bike and drive off the top of the screen and you arrive at the bar. Go round the back and talk to the skip and you will be given a fake ID.

Go in the bar and give the ID to Emmet, the man on the right and he will give you a ride pass for the roadblock. You get dropped off at Uncle Pete's Mink Ranch. Walk into the house on the right, pick up the pillow as this will uncover a tyre iron. Pick it up and open the chest with it then go outside and get on your bike. When you get to the crashed lorry use the tyre iron on the wheels and then the hand on the semi-trailer. Pick up some fertiliser and then get on your bike and drive out the top of the screen.

When you get to Uncle Pete's press the mouse button. You will get chased but the car will crash in the fertiliser. Drive back to the car and use the tyre iron on it to get the hover unit. Attach this to your bike and then go down the mine road. Beat the people up to get the things you require. To get the chainsaw from the woman throw the fertilizer in her eyes, to get the plank (and the chain) use the chainsaw. To get the goggles off the cavefish bike hit him with the plank and to find the ramp put the goggles on, and then when you see the cave press the mouse button.

Inside the cave drive one screen right and then left. Use the hand on the ramp, then attach it to your bike, Drive one screen right and then use the hand on the ramp. Drive out with the ramp. At the gauge read everything on the sign and go back down the mine road. To get

the complete solution

the fuel use the chain on the man. Then drive to the ramp. Drive over the ramp and this will bring you to Corley Motors.

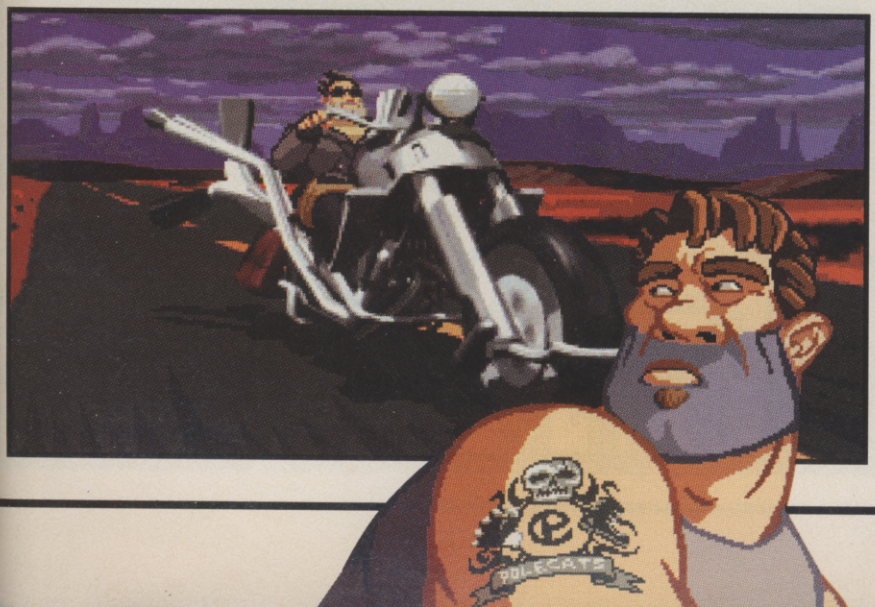
Walk down to the souvenir shop and play with the radio-control car as this will run down the batteries. Look at the souvenirs, when the man turns around swipe the bunny. Now drive to the Vultures' hideout and use the bunny on the minefield, when it explodes pick up the battery that lands and go back to the souvenirs and put the battery in the car; move it off the top of the screen and through the turnstile. When the man runs after it take the box of bunnies from behind the counter, go to the Vultures hideout and use the box on the minefield. Pick up loads of bunnies before they explode.

Go back to the souvenirs and take another box. Go to the Vultures and use the box on the minefield. Let the bunnies walk out as this should clear a path. Walk out as far as you can and go and use a bunny. Repeat this until you have cleared the minefield. You will be tortured by the Vultures. Speak to Maureen and tell her to 'let you go, or else', then 'you'll call her names', then call her Diapered Dynamo! In the derby you have to jump the jump at the bottom of the screen and land on the blue car to stall it or press 'V' to skip the derby. When Ben is on fire run to the boxed seats Then run and get on the roof of the brown car and when the blue car rams you jump on to it. When it nears the fire jump off and run into it. The blue car will follow you and explode.

Back at the Vultures look at the parts on the floor and find the number 154492. Talk to Maureen until she tells you how to get into Corley Motors. Drive to Corley Motors and walk round the back. Wait for the meters to reach the middle and kick the wall opposite the hatch on the left. This will open the other hatch and you can walk in. Inside use the hand on the floor safe and enter the number 154492. Take the contents and walk left. Use the card on the first door. When inside pull the left lever all the way down and the right lever all the way up and then leave the room.

The projector will explode. Go in the door in the centre and put the photos on the easel and watch the cut-scene. When you

are on the front of the lorry open the panel, when Rippburger closes it grab his cane and use the tyre iron on the grating and put the cane in the fan. Ben will climb in and you will reappear at the back of the cab, use the tyre iron on the far right pipe. Inside the plane go to the controls and press the green button. Go to 'Take Off' , then 'Post Take Off', then 'Gear' and finally 'Raise Gear'. The plane will then stop and the lorry will fly out of the front. Climb inside the cab and turn on the monitor. Click on 'Main Menu', then 'Defense Menu', then 'Machine Guns' , then 'Control' and finally 'System Off'. Rippburger will die. Climb into the plane and walk left. Get on your bike and you will have completed the game.



WHOOPS!

If you've any cheats like the above then send them in and you could earn yourself between £10 and £50 (depending on how long or detailed the solution is). Oh, and many apologies to the reader who sent in the Full Throttle solution, we lost your name and address, if you send in an exact printout of your original solution you'll get some readies for your trouble!

CHEAT MODE TEKKEN

Without a doubt Namco's second sortie into the PlayStation's beat-'em-up domain is one of the best pieces of software fisticuffs you're likely to buy, and so that's why we're giving you a second installment to the world of Tekken...

PLAYSTATION

Law

He is Law (as opposed to being the law, like Mr Dredd), and although he's an Americano his martial arts expertise stems from the fact that he has Chinese origins, but not that he works in a Chinese restaurant. Law is179cm tall, 25-years-old and is B blood group.

Law is entering the fighting compo 'cos he wants to make his name in the martial arts world and eventually open his own martial arts hall. Law's a stylish fighter whose typical techniques are a right high kick followed immediately by a spin kick combo.

KEY

L	=	←
R	=	→
DL	=	↙
DR	=	↘
U	=	↑
UR	=	↗
UL	=	↖
D	=	↓

LAW'S MOVE LIST

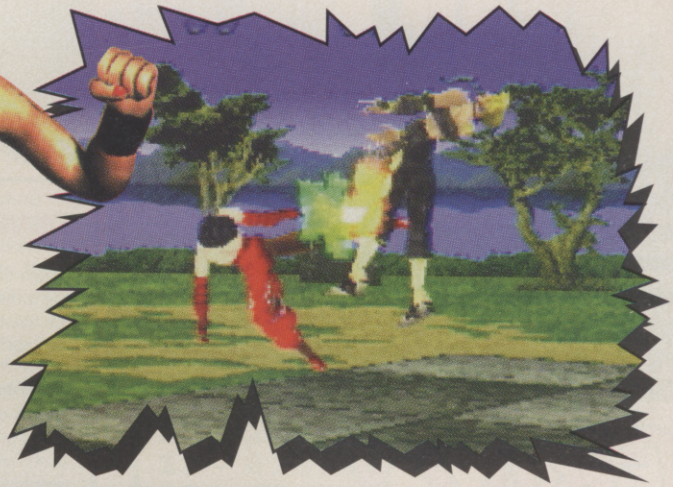
Move	Command	Type of attack
Dragon Knee	While approaching, R, R, ✖ and ● (together)	Upper, upper
One, Two, Punch	■, ▲	Middle
Step-in Middle Kick	DR, ✖	Middle
Somersault kick (big jump type)	D, U, ● (UL or UR)	Middle
Spin kick combo	●, ✖, ● and	Upper, upper, upper
Left linked fist	■, ■, ■, ■, ■	Upper x 5
Dragon knuckle combo	R, ▲, ▲, ▲	Upper, middle, upper
Dragon knuckle combo	▲, ▲	Upper, upper
Somersault drop	D, U	Middle
Dragon Law	While crouching, ✖	Down
Three successive high kicks	●, ✖, ✖	Upper, upper, upper
Feint middle kick	While in 3 successive HK, R	Middle
Sliding	While in crouching position, DR, DR, ●	Down
Dragon Summer	●, U, ✖	Upper, middle
Dragon Slash	R, R, R, ✖	Middle

THE DEFINITIVE

Nina

One of the first Irish contestants in a beat-'em-up surely, and apparently accrued her body building from her father and her akido talents from her mother. Her favourite tipples are milk, tea and whiskey, but not all in the same glass.

Her main attributes are her speed and her many fighting techniques. She uses most of the usual punchess and kicks and her speciality is her Three Stage Hunting Combo (after which a kneel kick to a downed opponent gives the ultimate misery): then your opponent's energy goes down by half. You can think of it as four stages up to the kneel kick.



NINA'S MOVE LIST

Move	Command	Type of attack
Clutching Elbow Strike	While approaching D	
Beheading throw	While approaching R	
Grasp	While approaching D, DR, R	
Beheading Cross Fix	While in grasp, ✖, ●, ✖, and ■, ▲ together	
Standing Reverse Side Fix	While in grasp, ■, ✖, ▲, ■	
Backgate Squeeze	While in Standing Reverse Side Fix: ✖, ■, ●, and ■, ▲ together	
Throwaway Reverse	While in Standing Reverse Fix: ▲, ■, ✖, ● and ■, ▲ together	
One Two Punch	■, ▲	Upper, upper
Double Palm Crush	R, R ■, ▲	Upper, upper
Triple Smash	■, ▲, ●	Upper, upper, upper
Double Smash	▲, ■	Upper, upper
PK Combo	▲, ✖	Upper, upper
PDK Combo	▲, D, ✖	Upper, lower
Kneel Kick	R, R, ●	Middle
Flash Combo	DR, ✖, ■, ▲	Middle, upper, upper
Rapid Kick Combo	DR, ✖, ✖, ✖, ●	Middle, upper, upper, upper
Upper Straight	DR, ■, ▲	Middle, upper
Hunting Kick Combo	UR, ●, ✖,●	Upper, down, upper
Rave Kick	While getting up, ■, ●	Down, middle
Bone Cutter	R, R, ✖	Middle
Hunting swan	BL, ■, ▲ (cancel with U, U)	

TEKKEN GUIDE PART 2

CHEAT MODE

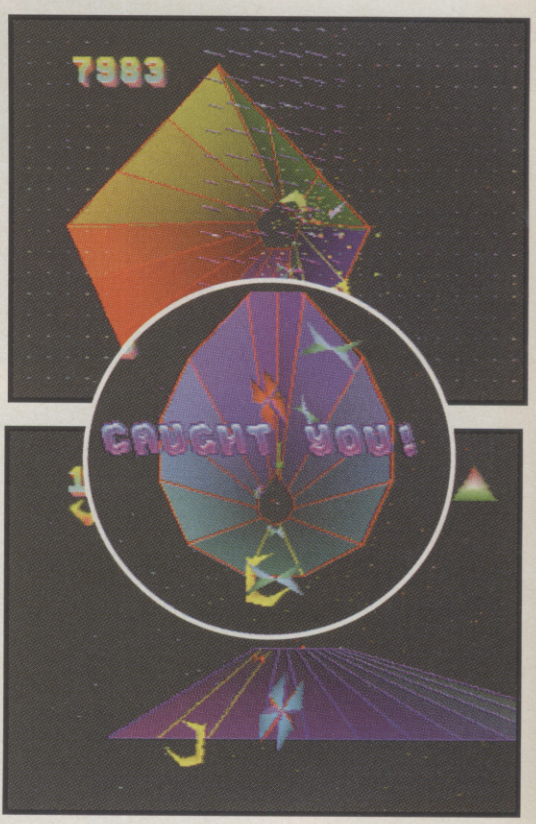
Oi Jag owners, look what we've got for you. A whole two pages stuffed full of cheats and tips for some of the top games on your machine. Put your hands together and thank Simon Lucas and Steven Draper from Northamptonshire for putting this lot together...

CRAZY JAG TIPS SPECTACULAR

TEMPEST 2000

Dagga da, dagga da do do, dagga dah. That's techno for the non-musicians out there and as all Jag owners will testify you don't get much better techno than the fumpin' toons that accompany the blast fest that is Tempest 2000. It's tough going at times though, so here's Simon and Steven with some useful cheats...

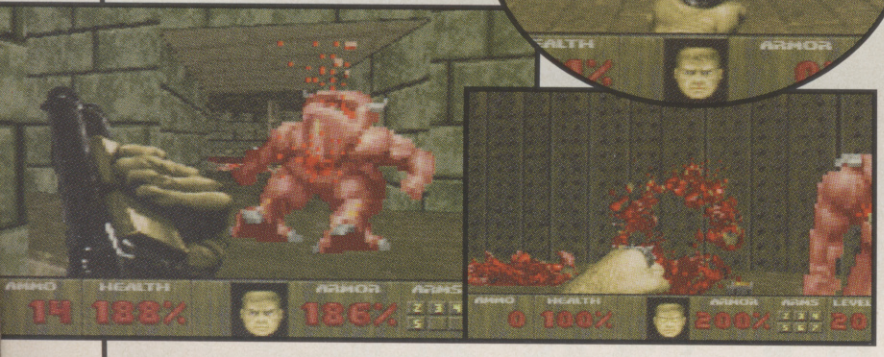
When the game selection menu pops up choose which version of Tempest 2000 you are gong to play as normal. Now, hold down the 1, 4, 7 and * buttons on the numeric keypad and you should hear the 'Excellent!' sample. If everything's groovy then you should find that it's possible to skip levels with ease, simply by putting a grubby finger on the option key and pressing it every time you wish to advance.



DOOM

Sometimes it's hard being a Jag owner, judging by some of the sorry games gathering dust down at your local games emporium. But hey, loosen that noose, get down off that chair and smile. You've got Doom right? And not just any Doom either, but arguably the best version yet seen on any home machine. Over to S&S for the cheats...

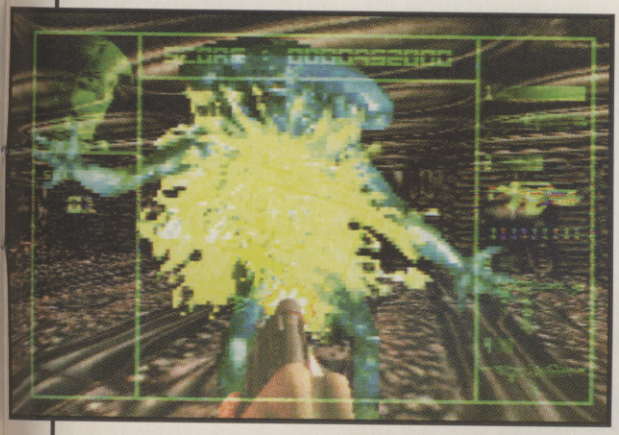
Invulnerability: Hold down * then press pause. Unpause and your health status face will have become all zombie-like and spooky indicating your invulnerability.
All weapons, keys and ammo: Hold down # then press pause to be blessed with an arsenal to make a Middle Eastern arms dealer green with envy.
Level select: Press buttons 1–9 and then pause for their respective levels. Alternatively...
For levels 11–19 press Button A then pause for level 10.
For level 20 button B then pause.
Buttons A and 1–9 then pause
Buttons B and 1–4 then pause **for levels 21–24.**
Level 24 is a secret level and can be found on level 3 as an alternative exit. It's hard to get to without cheating though, and even if you do you'll probably die 'cos it's tougher to tackle than a steroid abusing Rottweiler who's just been dumped by his girlie. Oh, and by the way, don't try and proceed past level 24 unless you're a speccy programmer type as the game will just crash spectacularly.



Gore Tippo One: For whizzo fun check out level 23 on nightmare setting and put the invulnerability cheat on. Done that? Good, now walk into the room that is full of Cacodemons (the red things for any non–Doom fiends reading) and stand in the doorway. As they shoot at you, dodge out of the way and watch the Barons of Hell and the Demons pummel the plop out of each other.
Top Tippo 2: For a good seeing to right at the start of the game go straight to the left and into the room with four sergeants. Enter both the weapons and invulnerability cheats (you should have selected the Nightmare difficulty setting again) and kill the two men on the ground and one of the men up the stairs. Go up the stairs keeping the remaining man in the middle of the stairway. Select the BFG 9000 and shoot the bugger at point blank range. The idea is to try and see how far you can make the man fly backwards! With a little practice you should be able to blast him all the way down the stairs!

ALIEN VERSUS PREDATOR

Don't believe what you might have read elsewhere, this is still one of the best Doom-style clones around and a satisfying blast in its own right. Much respek and street-style hand movements from us go out to Steve and Si for this almost unbelievably sexy cheat which somehow manages to make the game even better. Amongst other things this cheat lets you use the smart gun which neither Steve and Si or indeed our good selves here at CVG have managed to find thus far. Anyway enough of the chatter. To access the cheat:



Start a game. Press pause and switch the cheat on by pressing OPTION and button 6 and then 1+3 together. If you've entered this code correctly then the regular options/save screen should have disappeared. Now enter the marathon second section of this code:

B, A, 9, A, 9, A, *, OPTION 6, #, *, *, OPTION 2, OPTION. If you've done this correctly then the Predator should let rip with one of his scary laughs. Now enter the following codes for these different effects:

First of all switch the cheat on by pressing OPTION and 5.

Select all weapons by pressing OPTION and 1, 2, 3 or 4. (Marine and Predator only)

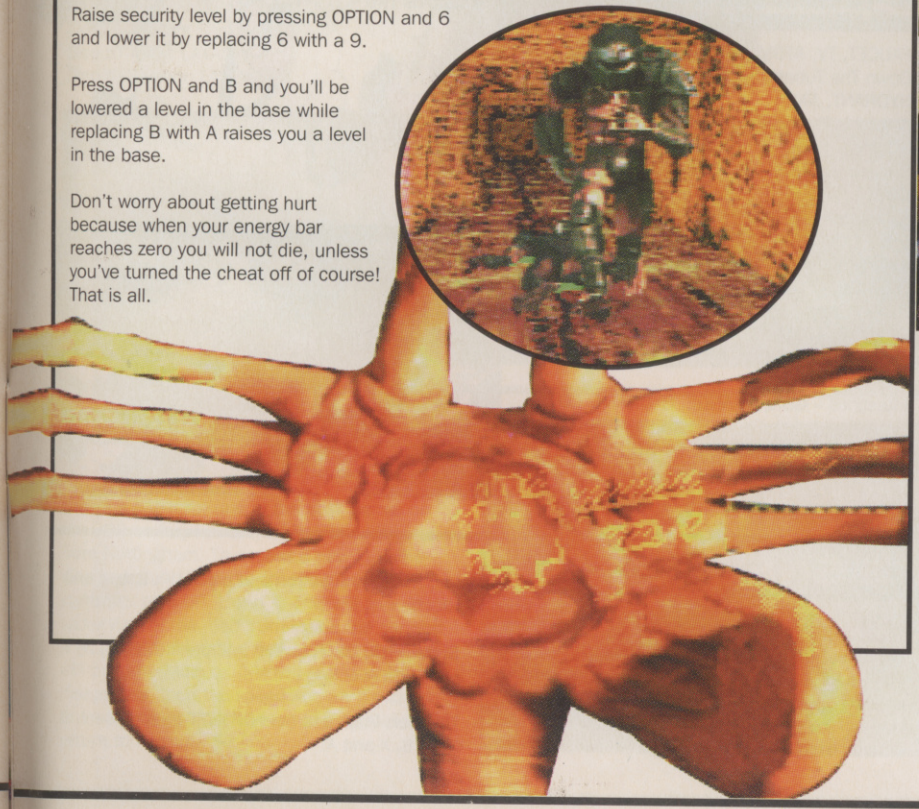
Select motion tracker by pushing OPTION and 8.

Give all weapons a charge of ammo by pressing OPTION and 1–4 simultaneously (this is only necessary once since the ammo bars will replenish themselves each time they reach zero after that).

Raise security level by pressing OPTION and 6 and lower it by replacing 6 with a 9.

Press OPTION and B and you'll be lowered a level in the base while replacing B with A raises you a level in the base.

Don't worry about getting hurt because when your energy bar reaches zero you will not die, unless you've turned the cheat off of course! That is all.



BUBSY

As Si and Steve say: "The only reason we included these codes is so that you can finish this pile of festering dung and chuck it in the bin." Wise words indeed. Here are the codes:

LEVEL:

2 - 392652
3 - 458227
4 - 958936
5 - 739294
6 - 184792
7 - 812615
8 - 781367
9 - 126712
10 - 236721
11 - 673167
12 - 792323
13 - 672328
14 - 782389
15 - 672345

VAL D'ISERE SKIING

One of those games you either like or you don't. If you do then try entering this meaty cheat for an extra options screen. Go to the options screen and enter 4,0,8,5,7,4,1,4 and the secret options screen will be yours. We knew that keypad would come in useful one day...

JAGUAR HELP!

If you're the proud (or even not-so-proud) owner of an Atari Jaguar and you have some well useful advice for other Jaguarites then why not write them down and pop them into one of them there envelope type things and send it to: CVG JAG HELP!, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

CHEAT MODE

Another month crashes through the cosmos, another month for us to cram even more top gaming knowledge into our purple, swollen and rather full brains. And another month in which to crack open those skulls and share that knowledge with you lot out there. 'Til next time, enjoy...

SNES

SUPER RETURN OF THE JEDI

Darren Wilson from Stockport was thoughtful enough to send in these cheats for JVC's quality finale to its Star Wars series of games. He also sent in the codes for its prequels, Super Empire Strikes Back and Super Star Wars but we thought that considering both these games are now happily drawing their bus passes they weren't worth printing once more!

Tattooine – RLGQMN
Jabba's Palace – LZLKJF
Attack on Sail Barge – QZNFPP
Endor Speeder Bikes – ZCTKFC
Ewok Village B – LFWLTQ
Millennium Falcon – CPMRZV
Inside Death Star – BPFFZQ
Tower Entrance Vader – VQXDQJ
Millennium Falcon in Tunnel – VQJGWF
Escaping Death Star – ZZSTXZ
Millennium Falcon Attack on Surface – RMNVLC
Jabba's Dance Hall – ZJLMRJ
Rancor Pit – VTYMZX
Inside Sail Barge – VKCDFD
Ewok Village – QYXYHB
Endor – QDQGKH
Power Generator – CDWLTY
Tower – RVKFKG
Emperor's Chamber – HLQMVL

AMIGA

AKIRA

Is this the worst game of all time? Actually it's probably not worth even bothering to answer that question because we're sure our readers know what a steaming jobbie this lamer is. Or do you? Are you Mr Sad of No Life Road, Crapville and did you buy a copy of Akira? If so, thanks for not buying our mag a couple of months back and not bothering to read the review where Akira picked up a massive 6%. But we're not going to hold that against you, you obviously need all the help you can get so here's a list of level codes...

Level:

2 – Let's Ride
3 – Captured
4 – Teddybear
5 – Castles
6 – It Stinks (you said it guys)
7 – Flyingbike
8 – Escape
9 – Big Blob

32X

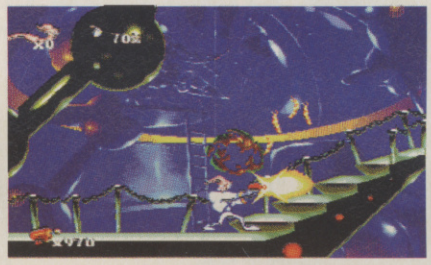
AFTERBURNER

We would say that James Bray is a bit of a saddie as not only has he gone and got a 32X but also one of the worst games to play on it. The sinner in question is Afterburner but we'll forgive James partly as he sent in this bizarre cheat for the game which goes like this. To enter a test mode press A, C and START on controller 2 when the Sega logo appears at the start of the game. If you've entered the code correctly then you should hear a voice. Now press A, B and C on controller one during the title screen action. Hopefully this will display the original arcade option screen which proves what an accurate conversion this really is. Hey, I never said it was a useful cheat, OK!

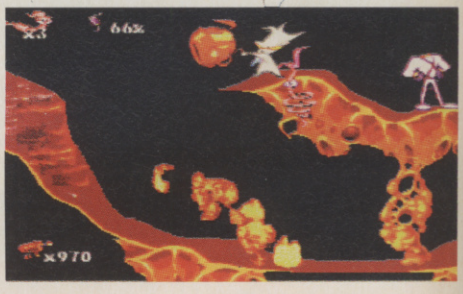
MEGA-CD

EARTHWORM JIM

Thought Earthworm Jim was good on cart? Well, of course it is, but Shiny did a sterling job in enhancing it on Mega-CD instead of simply porting it directly across like so many other companies seem happy to do. Perhaps if all companies had taken Shiny's stance the Mega-CD might not look like the dying nag that it does today. Anyway enough of the rambling and on with the level codes, sent in by Ben Woodward from Worthing, Sussex.



Asteroids one – ORANGE, ATOM, GUN, COW, COW
Heck – ATOM, FAUCET, GUN, COW, ORANGE
Big Bruty – ATOM, ORANGE, ATOM, COW, FAUCET
Asteroids Two – FAUCET, TV, ATOM, COW, HYDRANT
Down The Tubes – HYDRANT, ATOM, GUN, HYDRANT, JIM
Asteroids Three – ATOM, ATOM, COW, ATOM, COW
Bungee – ORANGE, HYDRANT, FAUCET, GUN, COW
Asteroids Four – COW, JIM, TV, TV, ORANGE
Lab – COW, COW, FAUCET, COW, FAUCET
Asteroids Five – HYDRANT, HYDRANT, ORANGE, ATOM, ORANGE
Peter Puppy – FAUCET, HYDRANT, ATOM, ORANGE, ATOM
Asteroids Six – COW, JIM, COW, HYDRANT, FAUCET
Intestines – GUN, ORANGE, HYDRANT, COW, TV
Asteroids Seven – GUN, ORANGE, FAUCET, GUN, TV
Buttville – ORANGE, COW, ATOM, ATOM, COW



SNES

C2: JUDGMENT CLAY

This cheat from Richard Parker will allow you to play as Ice, Spike and Thunder. To do just that try entering the following codes while on the options screen. You'll hear one of 'those' sounds if you've entered the codes correctly.

Ice: Hold the B button and press UP, L, L, L and RIGHT.

Spike: Hold the R button and press X, B, B, A, Y, LEFT and A.

Thunder: Push and hold UP LEFT then press Y, B, X, B, B, X and A.

AMIGA

DEATH MASK

If you thought Doom couldn't be done on the Amiga keep thinking just that. Deathmask is nearly a good enough reason to buy a PC! Oh well, David Reef had faith in the game, so much so that he's managed to provide us with these level codes. Thanks Davey boy!

2 – 52385
3 – 22428
4 – 84843
5 – 22081
6 – 38641
7 – 06395
8 – 33224
9 – 35527
10 – 48962
11 – 65074
12 – 62438
13 – 28283
14 – 85325
15 – 10769
16 – 25324
17 – 43542
18 – 62156
19 – 84678
20 – 57093
21 – 29264
22 – 47446
23 – 75330
24 – 82855
25 – 58474
26 – 38392
27 – 55276
28 – 68163
29 – 15156
30 – 70948
31 – 54334
32 – 39814
33 – 52262

PC

DARK FORCES CD

Taking time out from chasing moose across Legoland, Kristian Krøyer from Denmark has supplied us with the level codes for LucasArts' top Star Wars based Doom clone. Ready, Aim, Fire...

Coordinate info: LADATA
Invincibility: LAIMLAME
Mohc is naked in cut scenes!: LADIDAOOHLALAFALALALALALALALAH
Pondering Toggle: LAREDLITE
Map Supermode: LACDS
LAN Multiplayer mode: LASUPERCALIFRAGILISTICEXPIALIDOCIOUS
Disable Height Checking: LAPOGO
Add Weapons, ammo and powerups: LAPOSTAL
Weapon Super Charge: LARANDY
Teleport to current map pos: LANTFH
Measures Typing Speed: LAQUICKFOXJUMPEDOVERTHELAZYDOG
Insect Mode: LABUG
Force Victory: LASKIP
Carpal Tunnel Activation: LASPAMSPAMSPAMSPAMSPAMSPAMSPAMSPAMSPAMSPAM
Skip to Jabba's Ship: LAJABSHIP
Skip to Talay: LATALAY
Skip to Sewers: LASEWERS

MEGA DRIVE

BALLZ

A few of you have written in to our HELP! section asking for er... help on this interesting twist on the beat–'em–up theme from the now sadly defunct Accolade. Here's a list of all the special moves for each character, hope this sorts you out...

Yoko
Gamera Spin Attack: R, U, U
Pole Swing: R, R, UL, L, U
Swing: C, U,
Taunt: R, R, R

Turbo
Charging Flip Kick: R, R, R
Hover: C, B+C
Spinning Pile Driver: C, A+B
Taunt: L, R, U+A

Tsunami
Karate Chop: U, R, A
Sumo Splash: C, A+B
Meditate: U, U, C
Taunt: L, R, U+A

Kronk
Flying Down Spear: C, D, D
Loober Loogie: L, U, A
Flying Phlegm: L, R, A
Taunt: L, D, A

Divine
Spin: L, U, R
Head Scissors: R, R, R
Opera: D, D, U
Taunt: L, R, U+A

Crusher
Ground Slam: U, D, A
Wind Up Kick: L, L, B
Horn Throw: L, U, A+L, R, A
Taunt: L, R, U+A

Bruiser
Cannonball: C, D, D
Cyclone: R, D, L, U, A
Jumping Jacks: U, D, U, D
Taunt: A+B+C

Boomer
Handstand Kick: L, L, RD, R, R, B
Self Destruct: R, D, L, U, A
Head Bowling: L, R, B
Taunt: L, R, U+A

3DO

THE NEED FOR SPEED

Here's a cheat for one of the best games on the 3DO so far, courtesy of Dominic Chapman from Nottingham. To access a new in-game view press and hold the following buttons on controller two: UP, L and A. This will give you a wider view of the road from inside the car and if you keep holding the buttons the road view will become wider as first the rear view mirror disappears, then the speedometer. If you continue to hold them the view will eventually return to normal.

CHEAT MODE

32X

MOTOCROSS CHAMPIONSHIP

Another poo 32X game but some useful level codes none the less sent in by 'Mysterious 32X Owner'. Hmm.

125 CC (AMATEUR)

1. JCAAAAAAA]A
2. aVwwhEKAgoA
3. htgRjGNA]JB
4. 4GRiEJVAwpB
5. CSpi[ZAMKC
6. AjJTGOdA0qC
7. fSSznQmAULD
8. uPykJTtA8rD
9. 8[kFLXyAkME
10. w16FsZzA]tE
11. WazmNc9AoNF
12. Eqt3ueDBMuF

250CC (EXPERT)

1. EDAAAAAAA]G
2. VWwwhEKAgoG
3. WuVBDHOA]JH
4. X#4xEKYAopH
5. hdBjGNdAQK]
6. g1X2NPgA0g]
7. QLa0]SmAcLJ
8. Yd60pUsAAsJ
9. KuiFrWuAoMK
10. #GLmsZ1AQtK
11. ?WrmNc5A0NL
12. jurnPgABUul

500CC (SUPERBIKE PRO)

1. AGDAAAAAAA]M
2. sWwwBEJooM
3. 8mQxCGPAQJN
4. f7wBEkYA4pN
5. KLpifPeAKYO
6. ZnRzGS[A4qO
7. n3BkoVtAgLP
8. AEiUPZ1AEsP
9. CayOKe9AKMQ
10. jdg1LgGEBtQ
11. HDLmMjQBkNR
12. fOj2OoWBEuR

ARCADE

VIRTUA FIGHTER 2

Here's an interesting little tipette for one of the best arcade games ever. Did you know that it's possible to knock Kage's mask off and take a look at the ugly mug underneath? Well it is, and to do just that win 20 rounds in a row and when you finish him his mask will fly off. Watch the replay in slo–mo by holding down all three buttons.

PC

UFO: ENEMY UNKNOWN

Pah, ET would have been pumped full of lead if it'd been me that had stumbled across him. Never trust anything with bug eyes and antenna, that's my philosophy. If you feel the same then you'll probably be the proud owner of MircoProse's top alien-hunting blast, UFO: Enemy Unknown, and should find this cheat very useful. Set all your engineers to making alien alloys. Your guys will make them for $3,000 and sell them for a tidy $6,500. If only making money was that easy in real life, eh?

PC

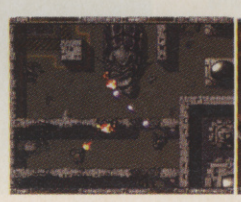
ALIEN BREED:

TOWER ASSAULT

Jeez, this is hard. But obviously not for big joypad Andy Dickson from Perth who's managed to crack Team 17's smart finale to the Alien Breed series. Fire away Andy...

Security Zone:

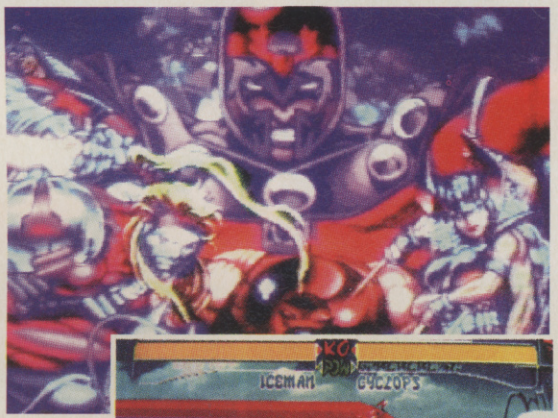
3 – FCDBMDEASDCAAADM
3 – FCCELDAAHDCAAAEK
Engineering Level One – FKBDMDEAFDCAAAEB
Science Level Three – JGCJNDEAPDCAAACS
Military Level Three – EPAEMDEBBDCAAEA
Main Tower Level Two – LAAPJDAISDCAAACM
Main Tower Level Two – LACJPDADSDCAAACS
Main Tower Level Four – HCAPJDADSDCAAACD
Main Tower Level Four – HCBPSLADSDCAAACB
Stores Level Three – EJDCPDAASDCAAADG
Civilian Level Three – EEHBNDAASDCAAADG

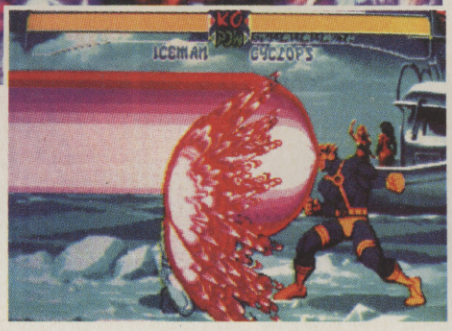


ARCADE

X–MEN

He's back! That's right, just like SSF2T it's possible to play Akuma in this hard hitting Capcom slap–'em–down. Accessing him is similar to the way it was in Street Fighter and goes like this:





In one player mode:
Go to the character select screen and move the cursor over to Spiral and leave it there for a second. Now move the cursor over Silver Samurai, Psylocke, Colossus, Iceman, Colossus, Cyclops, Wolverine and Omega Red in strictly that order. Now move the cursor over to Spiral and leave it there for one second. Finish the sequence by pressing strong punch, weak kick and strong kick together and Akuma will be selectable. Hurrah!

In two player mode:
Go to the character select screen and move the cursor over to Storm and leave it there for one second. Move the cursor over Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Psylocke and Silver Samurai in turn. Now move the cursor over to Spiral and hold it there for one second. Press strong punch, weak kick and strong kick together and Akuma is yours.

AMIGA

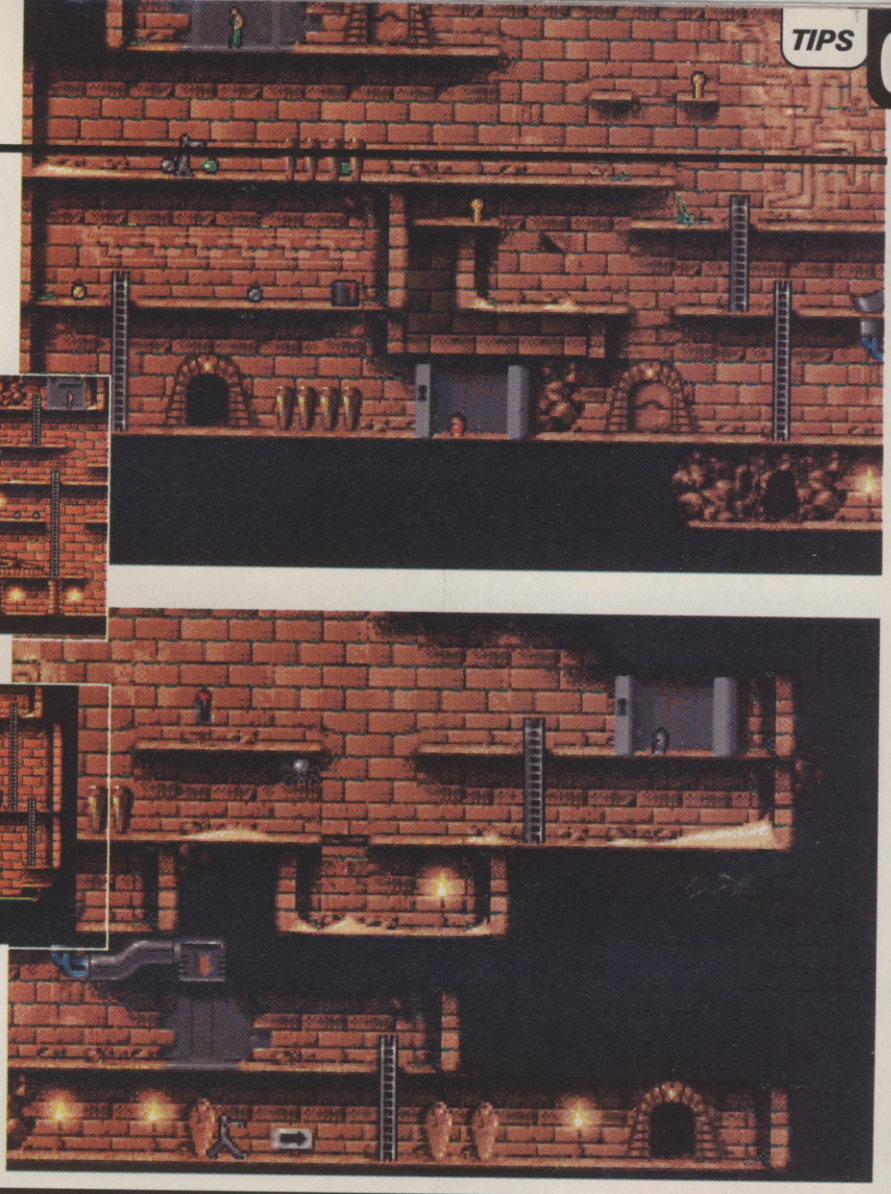
BENEFACTOR

Ah, now this is more like it. A great Amiga puzzler from Psygnosis is torn to shreds with these brilliant level codes from James 'Jim' Stolley from Aberdeen.
Underworld levels:

1. Afraid of Fungies 3MQLGPQLGP
2. Trick Jumping 3213J2HPQL
3. Keep Your Feet Dry 3MQL4PSNQR
4. Silents 3NQL2Q4JC4
5. Release Order 3NQLGQQLGQ
6. Troubleshooting 6NB3JN3PQ5
7. Turn Run, Turn 3LQLN4T4QR
8. Follow the Signs 3MQQM5MM3Q
9. Let's Roll 14QHNVPGM5

Tombs of Terror
10. Double Trouble 3CQMGQMQG
11. Mind the Flames 1MQDRPPCQ4
12. Switch–O–Mania 3V13FF2MJJ
13. A Mother of a Blow QPHDJSKGMV
14. Greed Wastes Time 3NQLQQQLQQ
15. Hang Tough QBB1PBCBQC
16. Lemmings? M2CNBFBM12
17. Order is Crucial MMQPGPQPGP
18. Easy Jumping MG3QMKM5Q54

Treetop Rescue
19. Bouncy Bouncy MMQP4SRQR
20. Unreachable MD1M1D1M1D
21. The Fog That Be MX3QGLFND3
22. The Bungee Trap MF1MJFHTQM
23. Down 'n' Load MF1M2FFRQK
24. Bring Down Your Axe M6KRJN3PHL
25. Flatback Action M4KRLTLSM5
26. Running Colour M2QQR3PPQH
27. Fennel Jungle MMQPSP4NQN
28. Weightwatchers MNQP3QSRKS



PC

SUPER STREETFIGHTER 2 TURBO

Here's the original cheat to access Akuma, as featured in the X Men arcade cheat listed elsewhere on these pages. To play him in Gametek's smart conversion go to the character select screen and highlight the following characters for about 3–4 seconds each: Ryu, T Hawk, Guile, Cammy and Ryu once more. Once you've done this press all three kick buttons together. If you've entered the code correctly then Ryu's portrait will disappear to be replaced by the dark one himself. If you're not familiar with Akuma then basically he's a cross between Ryu and Ken, but like Lui Kang in Mortal Kombat he's able to unleash fireballs in mid air. Cheers ears to Ben Parke from Highgate, London for serving that one up for us.

WE WANT YOUR TIPS!

If you've managed to complete upteen levels of a game, and in the process acquired the level codes, or you've wangled some great cheats, then send them in and get a name check courtesy of CVG's CheatMode. So send you cheats, tips etc to the following address...

CVG CheatMode, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

THE ULTIMATE GAMES CHALLENGE

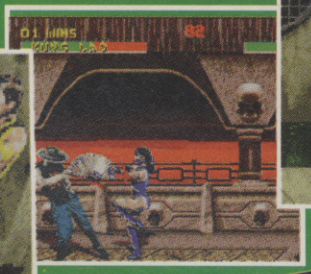
This is the page where we sort the real gamesplayers out from those who merely know how to waggle a joypad. We want to know just how good you are when it comes to playing games. So we've decided to set you a few taxing tasks, complete these, send your stuff in and you'll be entered in our hall of fame. Then, a few months down the line we'll be asking the the top five to come into our hallowed office to compete to prove just who is the CVG game-lord of 1995!

CALLING ALL DOOM LORDS!

We want you to complete the thirteenth level of Doom, on any version, on the hurt me plenty setting with nothing but your bare hands. So we want a photo of the start, one during, one of the exit and one of the status screen at the end so we can log your time. Remember, we can tell if you're cheating by the amount of ammunition you have and the amount of damage you've taken! So no trying it on, OK?

MORTAL KOMBAT II

Have a go at this if you think you're hard enough. We're after people who can do a double flawless on Shao Kahn. Difficult, but not impossible. It's first come, first into the hall of fame on this one.



DAYTONA!

Are you capable of sub-16 second times on the first course? If you are we want to hear from you. The best three scores will appear next issue!

PANZER DRAGOONARY

How about trying for 100% hit ratios on all levels? Tough, eh? We're not after a photo of this one, but the first person who writes in and tells us what happens when you do this will appear in the hall of fame next ish.

WE WANT EVIDENCE!

If you do manage to complete these tasks you'll gain automatic entrance to our hall of fame and, ultimately, the CVG Masters' Challenge. But you're not even going to get a sniff of this if you don't provide photographic evidence of your achievement. And if you've got any thoughts about cheating, lose 'em. Because if you make it through the challenge you'll be completely trashed by those honest-types who've made it through, thus exposing you as a fraud and making you look like a fool in front of all of us.

You can enter as many challenges across as many issues as you want, so stop reading this and get cracking!

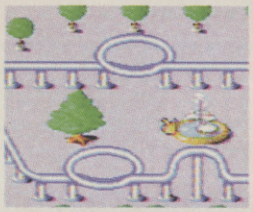
Send your entries and suggestions for challenges to: CVG Ultimate Game Lord Challenge, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

chart attack with HMV

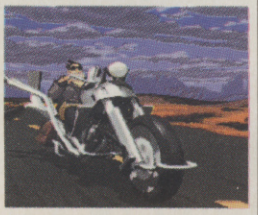
all format top 10

1 ✪ Virtual Pool
■ Interplay ■ PC CD-ROM
Interplay storms into the top of the charts with an excellent pool simulator, the game's piece de resistance being its inventive control method, which is totally realistic!

2 ▼ Theme Park
■ EA ■ Amiga Jag/3DO/PC/MD
What more can we say about this game from the Mighty Frogs, only that the Mega Drive version is an excellent conversion of a quite brilliant game.



3 ▼ Full Throttle
■ Virgin ■ PC CD
The LucasArts adventure that follows the trials and tribulations of Ben the Biker and the complete solution can be found on page 86.



4 ▼ Super International Cricket
■ Nintendo ■ SNES
And finally they have released a cricket game on the SNES! Any good? See page 54!

5 ▼ Rugby World Cup
■ EA ■ MD
Well England might have lost to the All Blacks but the World Cup has still managed to boost sales of this top game.

6 ▲ Brian Lara
■ Codemasters ■ MD
An accurate cricket sim that is surprisingly playable and we particularly like the large sprites!

7 ✪ Ultimate Soccer Manager
■ Daze ■ Amiga
One of the finest footie management sims yet seen, and you can begin the game with Premier League side!

8 ▼ Flight Unlimited
■ Virgin ■ PC CD
The flight simulation for people who don't like flight sims. Loads of different planes to fly and great fun too.

9 ▼ Disc World
■ Psygnosis ■ PC CD
The Psygies star-packed, and rather brilliant too, adventure that's based on the Pratchett novels of the same name.

10 ▼ Dark Forces
■ Virgin ■ PC CD-ROM
Not as much blood as Doom, but in the same genre and lots of Star Wars types shooting at you!

key ● non-mover ▲ move up ▼ move down ✪ new entry

HMV KNOW HMV KNOW GAME

I remember when it was all just fields round here and when the likes of Rainbow Islands and Chase HQ were at the top of the charts, but now those days are gone (and so are Bucks Fizz – thankfully)...

md top 5

1	✪	Theme Park ■ EA
2	●	Rugby World Cup ■ Company
3	●	FIFA Soccer '95 ■ EA
4	▼	Brian Lara ■ Codemasters
5	▼	Jimmy White ■ EA

snes top 5

1	✪	Super Soccer ■ Nintendo
2	▼	Int Sup Soccer ■ Konami
3	▼	Unirally ■ Nintendo
4	✪	Street Fighter ■ Nintendo
5	●	Donkey Kong ■ Nintendo

gb top 5

1	✪	Zelda: Link's ■ Nintendo
2	●	FIFA Soccer ■ THQ
3	●	Donkey Kong ■ Nintendo
4	●	Tetris 2 ■ Nintendo
5	●	The Lion King ■ Virgin

gg top 5

1	✪	Star Trek ■ GameTek
2	▼	FIFA Soccer ■ EA
3	●	The Lion King ■ Sega
4	▼	NBA Jam TE ■ Acclaim
5	●	Pete Sampras ■ Codemasters

jag top 5

1	●	Iron Soldier ■ Atari
2	●	Hoverstrike ■ Atari
3	▲	Alien Vs Pred ■ Atari
4	▼	Theme Park ■ Atari
5	✪	Doom ■ Atari

pc top 5

1	✪	Virtual Pool ■ Interplay
2	▼	Full Throttle ■ Virgin
3	✪	Syndicate Plus ■ EA
4	✪	Star Trek: FUnity ■ MicroProse
5	✪	Flight Unlimited ■ Virgin

imports

1	●	Tekken/PSX ■ Namco
2	●	Ridge Racer/PSX ■ Namco
3	✪	Jumping Flash/PSX ■ Sony
4	✪	Gunners Heaven/PSX ■ Sony
5	✪	Daytona USA ■ Saturn

amiga top 5

1	▲	Ultimate Soccer ■ Daze
2	✪	Sensible World ■ Virgin
3	▼	Man Utd ■ Krisalis
4	▼	Super Skids ■ Acid
5	✪	Beau Jolly ■ Virgin

3do top 5

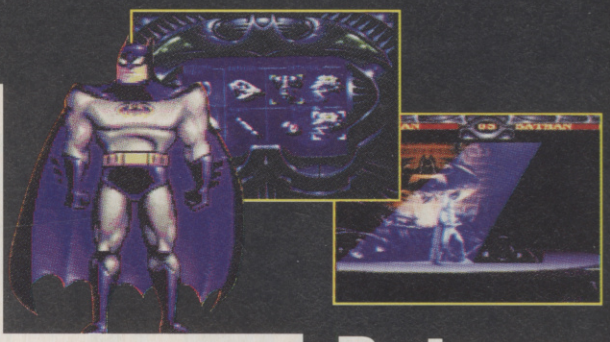
1	✪	Hell ■ GameTek
2	✪	Slam 'N' Jam 95 ■ BMG
3	✪	Gex ■ BMG
4	▼	Return Fire ■ 3DO
5	✪	VR Stalker ■ BMG

NEXT MONTH

ALTHOUGH we tend to get about a 60% hit-rate when it comes to being right on our next month page, we still can't seem to get it right. So, frankly, we've given up doing it our selves and appealed to higher force. Tarot cards are out, Gary keeps getting a royal flush and demanding that we remove our shirts. And other items of clothing. Next came the ouija board – which gave us...

*!@ARTN. BLART

...which is probably more accurate than normal. But we think you deserve much more. So with scant regard for several religious authorities, and running the risk of global devastation at the hands of the undead hordes from the other side, we contacted those who've passed over. But they told us to go away because they where having a nice game of Twister and Dizzy Gillespie was just about to go for a particularly tricky red. After that we gave up trying arcane and unnatural arts, so we asked some fat kid who was rummaging in our skip after the office clear-out to give us a few pointers...



Batman Forever

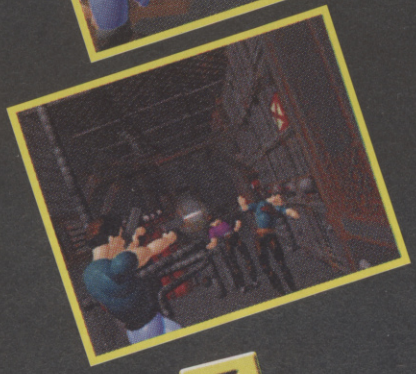
We brought you the first shots of Acclaim's potential blockbuster and we'll be bringing you a full preview next month. (You're quite sure about this, fatso?)

Urban Decay

Major previewage of this game which is so gruesome they'll probably have to invent a new ratings category for it. You'll have to be 25, blind and called Keith before they'll let you play it. (If you're messing us around we'll shove this mag so far up your arse you'll choke on it, got that lard-bucket?)

Virtua Fighter 2

More shots on the game Sega reckon will be the Christmas 32-bit number one. (Remember, fatboy, there are six of us. Even if Rad has boney girl arms.)



Shin Shinobi Den

It's been a long time coming, and this game has more to prove than ever. Is there a place for a 2D platformer in a 3D 32-bit world? Find out next issue.

Probing the Depths

We go behind the scenes, under the skin and spend a few nights hiding out in the bushes of one of the world's top development companies – Probe Software. They're the biggest, most successful developers ever and we'll give you an exclusive insight into their vision of the future of video games. (OK lads, get the fat dustbin-raiding Jabba.)

Tips, Cheats and Stuff

That's right, even more solutions, cheats, playing guides and stuff. Maybe even a completely new type of next month page which is funny! (What do you mean you've got asthma? Give him a Chinese burn.)

COMPUTER AND VIDEO GAMES

CVG – The magazine that's unkind to fat people. September issue on sale August 11.

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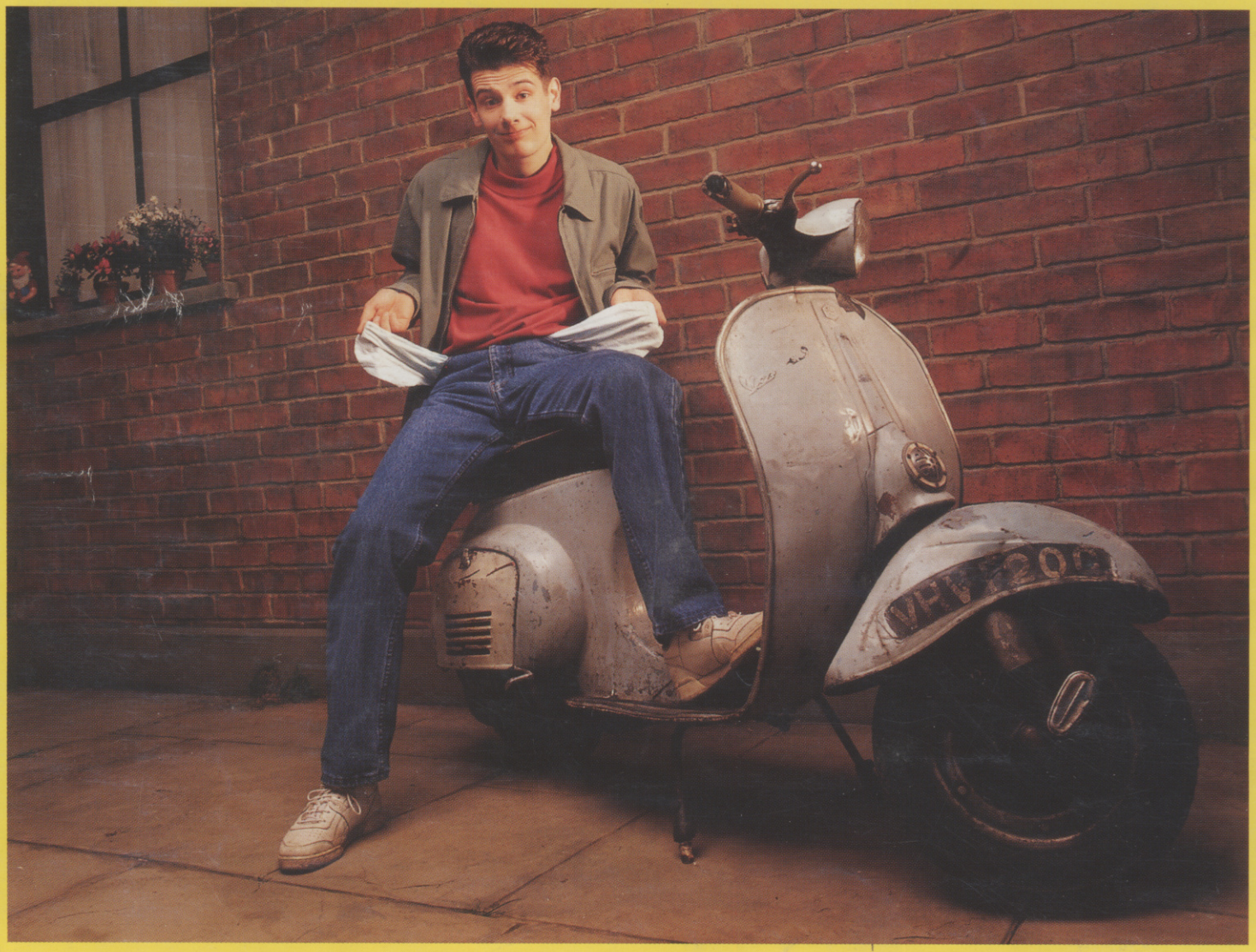

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